Elvis Hsu

elvis4600@gmail.com • (886) 975-563023 • Taipei, Taiwan

🎓 Bachelor of Science in Computer Science - National Taiwan University of Science and Technology
🎓 Exchange Student in Computer Science - Sun Yat-sen University in China

Experiences

Software Engineer, April 2018 - Now

SHOPLINE, Taipei, Taiwan

✓ Full stack web development, and run scrum in our product development process
✓ Integrate the **POS** system of our acquired corporation into our e-commerce system
✓ Responsible for developing and maintaining **CRM** features like **Promotion** / UserCredit / MemberPrice / **SSO** / OpenAPI
✓ With over **60%** unit test coverage in back-end development of each project
✓ Pick up front-end Framework quickly to support different projects (Angular@1.4 / Redux / MobX)

Software and System Engineering Intern, March 2017 - September 2017

Metropia, Tucson, USA (Work remotely in Taiwan)

✓ Work remotely with other teams in America, and run scrum in our product development process
✓ Assist in QA/QC of our product and make more than **80%** test coverage of new features
✓ Build and maintenance back-end system, and provide better solutions for back-end refactor

Full-Stack Developer Intern, April 2016 - July 2016

5xRuby, Taipei, Taiwan

✓ Build both front-end and back-end of customer's product (Spottly)
✓ Remotely cooperate with customer's team in HongKong (we use Ruby and they use Go language at the same time)
✓ Provide better solution for customer's team and optimize the user experience

Full-Stack Developer Intern, October 2015 - March 2016

PlayPlus, Taipei, Taiwan

✓ Analyze the users of the clients' products and design the product website from Scratch and tailored
✓ Build websites and systems for a number of companies, including front-end, back-end, third-party payment and server deployment
✓ Code with Ruby on Rails and Vue.js

Achievements

2016 HackxFDU Hackathon, Shanghai, China

Enterprise Award - Entrepreneurial potential award

✓ Brainstorm and develop prototype in 36 hours (Based on LBS and we combined "bury and dig stories" with social interaction. Except the innovation model, the application of online-to-offline commerce was the main reason why we won the award.)

2016 Taiwan College Hackathon, Yunlin, Taiwan

Jury Prize(Champion) and Best Popularity Award

✓ Combine the masses interaction with local agricultural culture elements and design a lighting rice which allowed people to bend over and make a wish to the dark rice and then the rice will be lightened up and show their wishes

2016 Tencent Startup Salad Taipei, Taiwan

Champion and Best Popularity Award

✓ Brainstorm and develop prototype in 52 hours
✓ Invent and design an interesting model to increase the fun of jogging and gaining the favor of judges and contestants