Elvis Hsu







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Experiences

Software Engineer, Apr 2018 - Now

SHOPLINE, Taipei, Taiwan

- $\ensuremath{\checkmark}$ Full stack web development, and run scrum in our product development process
- \checkmark Integrate the \mathbf{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)

Technical Skills

- Ruby on Rails / Node.js
- Angular@1.4 / Redux / MobX
- Kubernetes
- MongoDB / Couchbase

Software Engineer Intern, Mar - Sep 2017

Metropia, Tucson, USA (Work remotely in Taiwan)

- ✓ Work remotely with other members 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
- $\ensuremath{\checkmark}$ Build and maintain back-end system, providing solution on back-end refactor

Technical Skills

- Python (Web2py)
- MongoDB

Full-Stack Developer Intern, Apr 2016 - Jul 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

Technical Skills

- Ruby on Rails
- jQuery
- PostgreSQL

Full-Stack Developer Intern, Oct 2015 - Mar 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

Technical Skills

- Ruby on Rails
- Vue.js / jQuery
- MySQL

Achievements

2016 HackxFDU Hackathon, Shanghai, China

Enterprise Award - Entrepreneurial potential award

- ✓ Responsible for leading the team and dividing team tasks / back-end development
- ✓ 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

- ✓ Responsible for the idea brainstorming, Webpage front-end design and back-end development
- ✓ 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

- ✓ Responsible for the idea brainstorming, proposal writing and back-end development
- ✓ 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