Elvis Hsu







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Experiences

Software Engineer, April 2018 - Now

SHOPLINE, Taipei, Taiwan

- \checkmark Full stack web development, and run scrum in our product development process
- \checkmark Integrate the POS system of our acquired corporation into our e-commerce system
- ✓ With over 50% 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)
- $\ensuremath{\checkmark}$ 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.)
- ✓ Responsible for the idea brainstorming, leadership team division and back-end development

2016 Taiwan College Hackathon, Yunlin, Taiwan

Jury Prize(Champion) and Best Popularity Award

- ✓ Combine the masses interaction with local agricultural culture elements and design an 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
- ✓ Responsible for the idea brainstorming, Webpage front-end design and back-end development

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