

Kuan-Ting Chou

Senior Software Engineer | 9+ Years of Experience

Technical Profile

- **Backend:** Node.js, TypeScript, C#, Move (Sui), Microservices, RESTful API.
 - **Infrastructure:** AWS (ECS, SQS, RDS), **Terraform (IaC)**, Docker, GitHub Actions.
 - **Quant:** Financial Backtesting, API Integration (Bybit/Finlab), Risk Control.
 - **Specialties:** Automated Testing (90% Coverage), PID Control, RS232, LLM Agents.
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Professional Experience

AIFIAN | Senior Backend Engineer

Jan 2024 - Feb 2026

- **High-Reliability Payment Architecture:** Integrated gateways (Stripe, Wise) using Adapter patterns. Designed a **dual-layer reconciliation system** with **AWS SQS** and **Cron-job Async Repair** to ensure Eventual Consistency and 100% Idempotency.
- **Infrastructure as Code:** Managed scalable ECS/RDS/SQS stacks via **Terraform Modules**, maintaining **99% SLA** and high environment parity.
- **Performance Engineering:** Conducted Heap Snapshot analysis to fix memory leaks, reducing usage from **40% to 3%**; achieved **90% Unit/Integration Test coverage**.

River Games | Senior Software Engineer / Lead

Mar 2020 - Jan 2024

- **High-Performance Engine:** Implemented **Unity ECS** with custom 2D rendering and physics. Utilized **C# Job System** to scale entity processing from 100 to 2,000+.
- **Framework Design:** Established DI (Zenject) and MVC patterns to decouple legacy code; designed a Google Sheets-driven workflow for data-driven development.

- **Cross-platform Strategy:** Encapsulated core combat logic into a shared C# codebase, ensuring consistency between Unity client and .NET backend.

Freelance Software Engineer

Nov 2018 – Mar 2020

- **Hardware-Software Integration:** Developed a custom **Keyframe Editor** for industrial robots at National Taichung Theater. Implemented **PID Control algorithms** for a kinetic installation at TFAM to stabilize motor output via real-time feedback.
- **Multimedia Hub:** Engineered a low-latency pipeline using **Texture Sharing** and **Shader-to-DMX** for real-time light/projection synchronization; scripted Python audio routing.

Early Career in Japan

- **Asobimo, Inc.** (Japan): Rebuilt combat editors using Unity Timeline and developed Behavior Tree AI modules.
 - **SEGA** (Japan): Developed facial animation tools for the Technical Artist team in the *Yakuza* department.
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Key Projects

- **Quant Trading:** Achieved **+59.0% Annual Return, -21.3% MDD, and 2.2 Sharpe Ratio** in the Taiwan stock market.
 - **Sui Infrastructure:** Built a custom **Indexer** for optimized blockchain data retrieval; managed AWS infra via **Terraform**.
 - **AI Astrology:** Engineered a Zi Wei Dou Shu engine with LLM-based **Agentic Workflows** for logical fortune analysis.
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Education

- **M.S. in Networking and Multimedia**, National Taiwan University (2014 – 2017)
- **B.S. in Computer Science and Information Engineering**, National Taiwan University (2010 – 2014)