



# YingYi Chen

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## Work Experience

### Xinfuyi Marketing investment co., ltd.

2021 May ~ 2022 Jan.

This is a startup team started in 2011 May. We developed a mobile game which is [Cube Mahjong](#). I was responsible for developing the gameplay of MahJong.

- Unity Client
  - Developed game with Photon PUN, Addressable Asset System,
  - Integrated with Firebase services includes database, login, cloud function.
  - Integrated payment with Google Play Store and Apple Store.
- Server-side
  - Developed the MahJong game server with scalability, reliability, and availability on Kubernetes using [Agones](#)
  - Hosted game server and backend website on Google Kubernetes Engine.
- CI/CD
  - Accomplished continuous integration with Jenkins.

### International Games System CO., LTD.

2017 Sep. ~ 2020 Jul.

#### Senior software engineer

I developed and maintained the mobile game [Goodluck777](#). I developed more than ten games with different varieties from slot games, card games, Roulette, Dice.

- Unity Client
  - Familiar with NGUI and UGUI
  - Wrote native plugins with Java and Objective-C
  - Implemented visual effects with Unity Shader
  - Refactored the slot machine module and improved the testing flow.
- Server-side
  - Implemented the probability of slot games using Python.
- CI/CD
  - Introduced and deployed Jenkins to refine the workflow.
- Project Management
  - I got a promotion to client-side team leader at the end of 2019. Responsible for scheduling the products and steering the engineers.

## Projects

### Indie games development (Not published)

2020 Aug. ~ 2021 Apr.

- Improve Unity's development ability by developing a party game similar to the Nine Parchments and the Fat Princess Adventures. Major used technology like Unity DOTS, New Input System, Addressable Asset System, custom editor.

### Gamified Crowdsourcing

2017

Advisor: Dr. Cheng-Hsin Hsu

- The goal of this project is to develop a mobile application that attract citizen helping collect multimedia data in smart city. To encourage user engagement, I adopt Augmented Reality (AR) to gamify the crowdsourcing application.

### Advance Manufacturing

2016

Advisor: Dr. Cheng-Hsin Hsu

- This project is aimed at developing a smart and intelligent manufacturing system. I built a system which allows factory manager to monitor the working state of the machine. The whole system contains cloud services (Amazon Web Service), Web interface, cloud database (HBase), and Arduino as light weight client.

## Undergraduate Project

**2013 ~ 2014**

Advisor: Dr. Jia-Ching Wang

- Music Genre Classification Using Hierarchical System: I built a system to classify the music genre. The system consists of sparse representation and support vector machine (SVM). The system is written in Matlab. Also, we implemented an application using JAVA that allows users listening the music with similar music genre.

## Skills

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### Game development

- Unity
- Cocos2d-x

### Programing language

- C#, Golang, C/C++, Python, JavaScript, Java, Html, CSS

### Cloud service

- Google Kubernetes Engine
- Google Firebase

### CI/CD

- svn, git
- Jenkins

## Education

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### M.S., Department of Computer Science, National Tsing Hua University, Hsinchu, Taiwan

**2015 Sep. ~ 2017 Jun.**

- Advisor: Dr. Cheng-Hsin Hsu
- Research Fields: Mobile Applications, Multimedia Systems
- GPA: 3.87/4.3

### B.S, Department of Computer Science, National Central University, Taoyuan, Taiwan

**2011 Sep. ~ 2015 Jul.**

- GPA: 3.48/4.3

## Publication

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- [1.] Ying-Yi Chen, Jia-Yu Chen, Ting-Jia Zhang, Ping-Fang Liu, Yu-Hao Chin, and Jia-Ching Wang. Music Genre Classification Using Hierarchical System. In Proceedings of the 6th International Conference on Internet Multimedia Computing and Service (ICIMCS'14). July, 2014.
- [2.] Ying-Yi Chen, Hua-Jun Hong, Shun-Huai Yao, Aylada Khunvaranont, and Cheng-Hsin Hsu. Gamifying Mobile Applications for Smartphone Augmented Infrastructure Sensing. In Proceedings of the 15th Annual Workshop on Network and Systems Support for Games (NetGames'17). June, 2017.