Jen-Chieh Shen
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OBJECTIVE

To be a valuable contributor to a team and ensure business objectives are exceeded while developing skill set and job knowledge required for future success.

SKILL SUMMARY

- Platforms: UNIX, Solaris, Mac OS, Windows, Ubuntu
- Languages: C/C++ (STL, Win32, socket, UE4), Assembly (x86), Java (concurrency, Swing, RMI)
- Scripting: Python, Lua, Shell script, Batch
- Networking: TCP/IP, UDP, Apache
- Database: SQL, JDBC
- Methodologies: OOP, Design Patterns, Extreme Programming
- Tools: Emacs, Vim, Visual Studio, Eclipse, Makefile, CMake, Git, Perforce

WORK EXPERIENCE

Chief Technology Officer   Sep, 2019 – present
Gamebarley - Taipei, Taiwan
- Build and design both game client and server's software structure.
- Manage a group of software engineers and give reasonable tasks.
- Communicate with CEO and Art Lead in non-technical way and discuss products' tendency.
- Give code review and discuss to invent new custom game algorithms.
- Analyze technical risks and arrange project's progress.

Unity Software Engineer   Jul, 2019 – Aug, 2019
imi technology - Taipei, Taiwan
- Provide full game play, network interface/module and tool programming.
- Design custom GUI interface to decouple the workflow between programmers and designers.

OTHER EXPERIENCE

GDC 2015
- "Archers Duel" – two player fighting game.
- "Cardinal" - visual novel game.

GDC 2017
- "Might & Blade" – Diablo like action RPG.

GDC 2018
- "Sugar Sleuths" – players discover clues to uncover who stole the camp's Master Stash of candy.

Google Play
- "Hemlock and the Horrible Net" - 2D action game, dodge the hazard and save the fish.

EDUCATION

Academy of Art University, San Francisco, CA   Sep, 2012 – Dec, 2017
Game Development / Game Programming