

Jen-Chieh Shen

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TOOLS AND TECHNOLOGIES

- *Languages*: C, C++, C#, Java, JavaScript (browser/Node.js), Lisp, Python, Lua, Rust...
- *Database*: PostgreSQL, MySQL, MongoDB...
- *Web/network frameworks*: Netty, MINA, Express.js, ws, DRF...
- *Infrastructure*: AWS, Digital Ocean, Docker...
- *Tools*: Emacs, Vim, Git, Perforce, Jenkins...

WORK EXPERIENCE

Unity Developer (Contract)

Apr, 2020 – May, 2022

Novaby - Seattle, Washington, United States

- Create complete UI elements for an existing Augmented Reality application.
- Collaborate with software engineers from the upstream [AC Viewer SDK](#) to ensure smooth [AR](#) integration on both ends.
- Evaluate and advise the CEO and her clients on technical decision-making processes.
- Create frameworks, tools, and establish automation to streamline the entire development workflow, with the goal of achieving an 80% increase in productivity.
 - [NovBundle](#) was created for use in our application, and it has gained the admiration of other engineers on the team.
- Establish the server from [Digital Ocean](#) and synchronize the DNS record with the current domain name registered on [GoDaddy](#).
 - Serve as a system administrator, tasked with overseeing server management for fellow colleagues.
 - Establish the file server with Nginx to host asset bundles and other application data.
- Published two mobile applications on the iOS App Store and Google Play.

Senior Unity Engineer

May, 2020 – Jan, 2021

ultragby - Taipei, Taiwan

- Deliver complete application interaction, network interface/module, and tool development.
- Create a mini/test server using [Node.js](#) for standardized the web server side API content.
 - Acted as a backend engineer to simulate unplanned server API behavior (before phase 2).
- Integrate a [Bluetooth LE](#) library to establish connections with peripheral devices built using [Raspberry Pi](#).

Backend Engineer

Sep, 2018 – May, 2019

T-Nexus - San Francisco Bay Area

- Develop a login server web API within the [Node.js](#) environment using [Express.js](#).
- Create a schema for the login server utilizing [Mongoose](#), which is constructed on the [MongoDB](#) platform.
- Develop an automated program with a shell script to deploy the server on [AWS](#).
- Collaborate with client engineers to integrate the HTTP request model into the [Unity](#) client using [C#](#).

OPEN SOURCE CONTRIBUTION

- [JCSUnity](#): Quickly construct your game using multiple components and predefined default settings. (~500k LOC)
- [eask](#): CLI for building, running, testing, and managing your Emacs Lisp dependencies. (~54k downloads)
- [unity-verify-code](#): An email parser to get 6 digit verification code to bypass TFA from Unity Technologies. (~11k downloads)
- [fix-rs](#): A Rust-optimized fuzzy matching algorithm, reminiscent of Sublime Text, designed to enhance performance for Emacs. (~1.3k downloads)
- Created over 180+ elisp packages and maintained over 300+ of them. ([lsp-mode](#), [dashboard](#), [grammarly](#), [openai](#), etc)

EDUCATION

[Academy of Art University](#), San Francisco, CA

Sep, 2012 – Dec, 2017

Bachelor of Fine Arts - BFA, Game Development