Jen-Chieh Shen

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TOOLS AND TECHNOLOGIES

- *Languages:* C, C++, C#, Java, JavaScript (browser/Node.js), Elisp, 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

Senior Software Engineer
Feb, 2025 – present
Winter Tea Games - Taiwan

- Responsible for the full-stack network architecture spanning both client and server sides.
- Oversee client-side game performance optimization.
- Establish development workflows and manage task allocation for the engineering team (2 engineers).
- Lead and support collaboration between the planning and art teams to resolve technical challenges.
- Engage with leadership on marketing and product positioning strategies.

Unity Developer
Jun, 2024 – Apr, 2025
Bunny Eats Tiger - Taipei, Taiwan

- Engine framework design enables designers to write simple scripts to complete design tasks.
- The primary architecture includes: story systems, combat systems (including skills, buffs, etc.).
- Designed and specified all architectural communication protocols, APIs, features, etc.

Unity Developer (Contract)
Apr, 2020 – May, 2022
Novaby - Seattle, Washington, United States

- 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.

Senior Unity Engineer
May, 2020 – Jan, 2021
ultragbye - 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