

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, socket, Swing, RMI), C# (.NET, Unity Engine)
- 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
- Web Dev: HTML, CSS, JavaScript, PHP

WORK EXPERIENCE

imi technology, Taipei, Taiwan,
Unity Software Engineer

Jul, 2019 – Aug, 2019

- Provide full game play, network interface/module and tool programming.

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.

PERSONAL PROJECT

- JCSUnity – framework for speed up creating all kind of 2D game in Unity Engine.
- JCSPyGm – library wrap PyGame API to reusable code and being more productive.
- JCSCos2x - simple library provide the flexibility control cocos2d-x layer interface.
- JCSQt - Wrap Qt Jambi for an easier use.
- JCSUE – general speed components library for Unreal Engine 4.

EDUCATION

Academy of Art University, San Francisco, CA
Game Development / Game Programming

Sep, 2012 – Dec, 2017