

**Jen-Chieh Shen**  
E-Mail: [jenchieh94@gmail.com](mailto:jenchieh94@gmail.com)  
Website: [www.jcs-profile.com](http://www.jcs-profile.com)

## **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**

**Gamebarley**, Taipei, Taiwan Sep, 2019 – present  
*Chief Technology Officer (CTO)*

- 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.

**imi technology**, Taipei, Taiwan Jul, 2019 – Aug, 2019  
*Unity Software Engineer*

- 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