Jen-Chieh Shen
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ABOUT

I am a well-rounded software engineer/architect expert on tool invention and comprehensive automation, currently focusing on backend infrastructure. My previous education as a game programmer gave me solid programming knowledge regarding creating things from scratch. e.g. Graphic Rendering, UI systems, Scripting Engine, Networking, etc.

KNOWLEDGE AND SKILLS

- Designing system architecture.
- Analyzing, troubleshooting, optimizing systems.
- Business analysis, requirement analysis.
- Linux administration, maintenance, automation.
- Technical writing.
- Languages: English, Chinese.

TOOLS AND TECHNOLOGIES (SAMPLED)

- Languages: C, C++, C#, Java, JavaScript, 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

Unity Developer (Contract)   Apr, 2020 – May, 2022
Novaby - Seattle, Washington, United States
- Provide full UI elements for already built Augmented Reality application.
- Communicate and work with upstream software engineer for two ends integration.
- Analyze and consult CEO and her clients for making technical decisions.
- Build framework/tools to increase productivity by maximum 80 percents

Senior Unity Engineer   May, 2020 – Jan, 2021
ultragbye - Taipei, Taiwan
- Provide full application interaction, network interface/module and tool programming.
- Create a mini/test server using NodeJS for standardized the web server side API content.
- Manage to create bluetooth connection from Mono C# to each mobile platforms and implements to Linux Kernel (Debian) using Raspberry Pi as peripheral device.

Cocos Software Engineer (Consultant)   Dec, 2019 – Mar, 2020
WISBET Digital Entertainment Developing Co. Ltd - Taipei, Taiwan
- Communicate with the high-end developers in Cocos Creator community to improve UI/UX.
- Advise team's technical directors to improve the maintainability of all the existing projects.
- Resolve technical issues for designers, artists, and producers.
- Review and revise code to enhance the code coverage and improve readability.
- Make bug reports and issue tracking documents then propose better solutions.
- Create Cocos Creator's scripting framework base on it's game engine principle.

Chief Technology Officer   Sep, 2019 – Nov, 2019

Game Barley - 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.

Server Software Engineer   Sep, 2018 – May, 2019
T-Nexus - San Francisco Bay Area
- Provide login server web API using Express.js in the Node JS environment.
- Design schema for the login server using mongoose built on top of the MongoDB.
- Build automated program to run the server on to the AWS using shell script.
- Install and setup Node JS environment on AWS EC2 instance running on Ubuntu.
- Communicate with client engineers to implement HTTP request model to the client using Unity C#.

OTHER EXPERIENCE

Games presented in Game Developer Conferences (GDC)
GDC at San Francisco Bay Area

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.

Games presented in E3 College Game Competition
Hosted by Entertainment Software Association (ESA), USA

E3 CGC 2018
- "Sugar Sleuths" - has been selected to represent our school Academy of Art University

EDUCATION

Academy of Art University, San Francisco, CA   Sep, 2012 – Dec, 2017
Bachelor of Fine Arts - BFA, Game Development