

Jen-Chieh Shen

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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 and engage with upstream software engineers to achieve seamless integration at both ends.
- Evaluate and advise the CEO and her clients on technical decision-making processes.
- Develop frameworks and tools aimed at achieving an 80% increase in productivity.

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.
- Manage to create bluetooth connection from Mono C# to each mobile platforms and implements to Linux Kernel (Debian) using Raspberry Pi as peripheral device.

Server Software 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#.

AWARDS

Games presented in [Game Developer Conferences \(GDC\)](#)

GDC at San Francisco Bay Area

GDC 2015

[Archers Duel](#) :: Gameplay Programmer

- Designed and implemented a few game-play components using [AS3](#) and [starling framework](#).
- Helped and published the game on Newgrounds.

[Cardinal](#) :: Gameplay Programmer

- Helped and implemented the scene management module and a few UI components using [Unity C#](#).

GDC 2017

[Might & Blade](#) :: Lead Programmer

- Developed and brought the entire game to life, with a primary emphasis on the systems, and assigned tasks to fellow engineers.
- Worked with art, design, audio and, management (producers) teams and coordinate individual pieces into the game.

GDC 2018

[Sugar Sleuths](#) :: Lead Programmer

- Created, designed, and implemented the entire game (mainly the systems) and delegated tasks to other engineers.
- Collaborated with art, design, audio teams, and producers, overseeing the integration of individual elements into the game.
- Helped and published the game on [itch.io](#).

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.

PERSONAL PROJECTS

- [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. (~10k 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)

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...

EDUCATION

Academy of Art University, San Francisco, CA
Bachelor of Fine Arts - BFA, Game Development

Sep, 2012 – Dec, 2017