

**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, macOS, 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**

### **Cocos Software Engineer**

Jan, 2020 – present

*WISBET Digital Entertainment Developing Co. Ltd - Taipei, Taiwan*

- Communicate with the high-end developers in Cocos Creator community and discuss to improve UI/UX.
- Advise the 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.

### **Chief Technology Officer**

Sep, 2019 – Dec, 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.

### **Unity Software Engineer**

Jul, 2019 – Aug, 2019

*imi technology - Taipei, Taiwan*

- Provide full game play, network interface/module and tool programming.
- Design custom GUI interface to decouple the workflow between programmers and designers.

### **Server Software Engineer**

Sep, 2018 – Dec, 2018

*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**

**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  
Game Development / Game Programming

Sep, 2012 – Dec, 2017