Liang Yu Chen

Montreal, Quebec, Canada

liangyu.chen.dev@gmail.com   +14389516653

linkedin.com/in/liang256

Summary

Summary
- 5 years of industry experience, with 2 years in software development
- Experience with developing and integrating REST-ful APIs
- Experience with Qt, Python, AWS, GCP, CI/CD, Linux, Git
- Knowledge of standard software development practices, and design patterns
- Contributed to documents of open sources
- Good at abstracting tech concepts to help the communication between developers and non-tech colleagues

Experience

Pipeline TD

MPC

Dec 2022 - Present (1 year 3 months)
- Lead the enhancement of batching procedure tools through innovative feature design and implementation.
- Resolve complex technical issues within Houdini to contribute to a stable, feature-rich environment.
- Collaborate with Tech Animation and cross-functional teams to develop tailored solutions that streamline production pipelines and support artist efficiency.

Backend Engineer

CLICKFORCE

Oct 2021 - Mar 2022 (6 months)
- Designed and implemented a comprehensive in-house ERP system leveraging Laravel, Docker, MySQL, Redis, and WebSocket technologies.
- Designed and implemented an approval model in accordance with the CEO's requirements.
- Implemented a continuous integration workflow with GitHub Actions.
- Database schema design and performance tuning.
- Conducted technical interviews

Backend Engineer

FONTRIP

Dec 2020 - Sep 2021 (10 months)
- Maintained and improved the functionality and reliability of the booking API for Taiwan's largest travel agency.
- Integrated with suppliers' AP and developed the booking processes.
- Designed and developed a Webhooks system, featuring subscribable events, delivery records, and a control panel.
- Developed a sales report page using ElasticSearch, enabling sorting by various fields and exportation to an Excel file.

- Maintained the API documentation

Backend Camp Member
Good Idea Studio
Jul 2020 - Dec 2020 (6 months)
- Created a website for video game information by seamlessly integrating with the IGDB API.
- Built a web application akin to Twitter, utilizing Laravel and MySQL.
- Proficiently worked with both Apache and Nginx, and adeptly deployed websites using AWS EC2.
- Actively participated in the 12th IT Iron Man, authoring 30 essays on web development over the span of 30 days.

Character Rigger
MixCode Studio
Oct 2018 - Dec 2018 (3 months)
- Developed innovative rigging solutions to meet the director's vision, enhancing project flexibility.
- Crafted detailed facial rigs to infuse characters with dynamic expressions and emotional range.

3D Generalist
Whitelight Motion
Jul 2016 - May 2018 (1 year 11 months)
- Managed end-to-end 3D production processes, including modeling, rigging, and animation.
- Created reusable cartoony facial rigs to amplify expression across multiple projects.
- Contributed to story development, character design, and storyboarding for diverse projects.

Education

Sheridan College
Graduate Certificate, Computer Animation
Sep 2019 - Jun 2020
- Designed and created toolkits utilizing Python to enhance my skillset.
- Achieved recognition for my graduation film, "Cigarette After Fight," which secured the esteemed title of Best Animation at the New York Movie Awards.
- Earned a full scholarship from the Minister of Education, Taiwan, in 2019.

National Taiwan University of Science and Technology
Bachelor's degree, Commercial Design
2012 - 2016
- Graduation film, Afro Crab, was nominated for Tokyo Anime Award Festival, 2017, for ShortAnimation.