

# Jun-Liang Chen

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## SUMMARY

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Full Stack Engineer with 3+ years of experience in scalable web applications and interactive games. Expertise in Typescript, JavaScript, Vue.js, Unity, and NestJS. Passionate about open-source contributions and impactful software solutions.

## EDUCATION

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**National Taipei University of Technology**  
*Bachelor of Engineering in Electrical Engineering*

Taipei, Taiwan  
*Sep. 2013 – Jun 2017*

## SKILLS

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**Programming:** Typescript, JavaScript, Python, Java, C/C++, Shell Script  
**Frameworks:** Vue.js, Unity, Node.js, Nest.js, Express.js, Spring Boot  
**Technologies:** Linux, MySQL, Redis, Podman, Nginx, Prometheus, Grafana  
**DevOps Tools:** Git, Docker, Podman, GitLab CI, GitHub Actions

## EXPERIENCE

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**Full Stack Engineer** Jan. 2024 – Present  
*AI VALUE., Ltd.* Taipei, Taiwan

- Developed a Vue.js-powered, game-based learning platform with a user-friendly, engaging interface.
- Built efficient, scalable back-end services using NestJS for optimized data handling and server performance.
- Implemented MikroORM to streamline database operations, ensuring seamless data integration and management.

**Full Stack Engineer** July 2023 – Dec. 2023  
*International Integrated Systems, Inc.* Taipei, Taiwan

- Maintained and upgraded an existing on-demand weather platform, enhancing its functionality using Spring Boot.
- Developed the Leisure Weather project's front-end using Vue.js to enhance user experience.

**Game Developer** Nov. 2021 – Apr. 2023  
*ENABLE EDUCATIONAL TECHNOLOGY CO., LTD.* Taipei, Taiwan

- Developed games using the Cocos Creator engine, including the Motivational Farm Reading Garden project.
- Developed 3D and VR games using the Unity engine for projects such as Fun iPlay and VR applications.
- Created games with the Phaser engine, including The Rise of Hero project.
- Built front-end interfaces for The Rise of Hero using the Vue.js

**Firmware Engineer** Sep. 2018 – Jan. 2021  
*DediProg Technology* Taipei, Taiwan

- Develop and test programs using the C programming language.
- Work with MCU (Microcontroller Unit) functionalities and debugging tools.
- Conduct IC verification and develop firmware, libraries, or application platforms.
- Design electronic circuits.

## OPEN SOURCE INVOLVEMENT

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**Gravitino Contributor** | [View My Contributions](#) Nov. 2024 – Present

- Implemented server information display functionality in CLI tool for enhanced accessibility.
- Developed an intuitive web UI to facilitate relational table creation, improving user interaction.

**Gravitino Playground Contributor** | [View My Contributions](#) Nov. 2024 – Present

- Integrated Prometheus and Grafana for comprehensive monitoring through Docker containerization.
- Enhanced startup script for automated runtime and command version selection, optimizing setup efficiency.