

EXPERIENCE

Full Stack Developer (Remote), Our Future Reads, Chicago, Illinois **04/2023 - Present**

- Collaborated with a team of developers to design, develop, and maintain an e-commerce website and inventory management system for a non-profit organization, using Solid.js and FastAPI.
- Implemented and designed PostgreSQL database interactions to ensure reliable data retrieval and storage.

Software Engineer Intern (Remote), Idol, Berkeley, California **03/2022 - 06/2022**

- Managed and Implemented video call SDK in JavaScript and HTML, allowing users to video chat through Idol's website.
- Built token server in Golang that distributed and authorized users to gain access to Agora.io server.
- Designed the Idol user portal using React.js and collaborated with other engineers to achieve a smooth user experience.

Software Engineer, Yuanshan Animal Hospital, New Taipei City, Taiwan **05/2021 - 01/2022**

- Created an interactive website in HTML, CSS, and JavaScript that received over 10,000 views.
- Designed vibrant graphics and combined aesthetic for the professional website with Adobe Illustrator 2020 and Adobe Photoshop 2020.

Software Engineer Intern, Usun Technology co. Ltd, Taoyuan, Taiwan **06/2018 - 08/2018**

- Collaborated with Japanese company to develop user-friendly robotic arm operating system in Visual Basic for clients to adjust the setting and control the autonomous equipment.
- Implemented movement codes for the Kawasaki robotic arm using AS language (Kawasaki's E-series programming language).

RELATED PROJECTS

Wumpus World AI – JavaScript | CSS | HTML | Prolog

Github: <https://github.com/owenbebebe/wumpusworld.github.io>

- Designed and developed an intelligent knowledge-based AI agent in Prolog for the Wumpus World game, which successfully navigated the game environment and avoided hazards to achieve the objective.
- Implemented an interactive user interface in JavaScript, which provided a user-friendly and engaging experience for players, and illustrated the UI with Photoshop to enhance the game's visual appeal.
- Demonstrated proficiency in multiple programming languages and software tools, including JavaScript, Prolog, and Photoshop, to create a sophisticated and multifaceted project that showcased both technical and creative skills.

Othello Minimax A.I – JavaScript | CSS | HTML

Github: <https://github.com/owenbebebe/Othello>

- Developed an AI that plays against the user in the game of Othello using minimax algorithm with object-oriented programming, resulting in a program that spits out the best move that is six moves ahead.
- Analyzed and designed the heuristic function that evaluated the game board to strategize and optimize the machine's moves, resulting in a 35% increase in wins.
- Implemented alpha-beta pruning algorithm, reduced 25% of the average runtime.

The Game of Animal – C++

Github: <https://github.com/owenbebebe/AI---The-Game-of-Animal>

- Construct a C++ program that used state-space search to guess the animal that the user is thinking by asking a series of questions in the database, questions being the states.
- Implemented tree-node structure that performs DFS that export and import the database in a text file.

RELATED AWARDS AND SKILLS

Awards: First place winner of Danison 32nd Annual Spring Programming Contest, Second place winner of 2021 Global Hacks Hackathon, 2018 VEX Worlds Robotics Competition Crown Award

Language: Mandarin (Native), English (Native), Japanese (Fluent)

EDUCATION

Bachelor of Art, Ohio Wesleyan University, Delaware, OH

08/2018 - 12/2022

Major: Computer Science

Related Courses: Data Mining and Machine Learning, Algorithms Analysis and Design, Operating Systems, Database Systems, Theory of Computation, Artificial Intelligence