Contact

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Top Skills

Domain-Driven Design (DDD)
Code Refactoring
SOLID Design Principles

Languages

English (Professional Working)
Chinese (Native or Bilingual)

Honors-Awards

Best Popularity Award in 2014
Taiwan Mobile Elite Award

Second Place Award in Taiwan
Blizzard StarCraft II Custom Map
Contest

Award of Corporate Sponsorship
in 2012 Taiwan 4C Digital Design
Award

David Chan

Backend Developer 位於 緯創軟體
Da'an District, Taipei City, Taiwan

Summary

I'm currently shifting to backend engineering, learning Python
backend frameworks for Web APIs. In my projects, I'm exploring
architectural patterns and emphasizing principles like DDD, TDD,
SOLID, Clean Code, and Refactoring.

I'm an 8-year experienced software engineer skilled in C++, C#,
Python, AWS, Unity, and Unreal Engine. I've worked in dynamic
industries like virtual reality, interactive art, and gaming, which has
made me adaptable to changing business environments.

I'm a dedicated learner who reads technical literature and applies
it practically. I believe in hands-on experience and iterative
development for successful technology implementation.

Experience

緯創軟體
Back-end Developer
December 2023 - Present (1 year 8 months)
台灣 新北市

Client: Kensington of ACCO Brands
Responsibilities :
- System Architecture & Optimization: Led backend architecture design,
improving system performance and scalability through refactoring and efficient
data storage solutions.
- Performance & Stability Enhancements: Optimized multithreading and IPC
communication, resolving synchronization and memory issues.
- Technology Research & PoC Development: Conducted PoCs for new
technologies, delivering innovative solutions for complex problems.
- Cross-Team Collaboration: Worked closely with frontend, business, and QA
teams to meet project goals and ensure high-quality delivery.
- Technical Documentation: Created and communicated architecture design
documents, facilitating decision-making and team discussions.

- Global Product Development: Contributed to Kensington Konnect, supporting 30 languages and enhancing device management features.

Project:
- Kensingtonworks
- Kensington Konnect
- Kensington Konnect for Keyboard

HTC
Realtime Engine / Effect Programmer
March 2018 - August 2023 (5 years 6 months)
Taipei City, Taiwan

Responsibilities:
- Developed the PC/Mac, Android/iOS, VR content with the real-time engine, e.g., Unreal Engine 4, Unity3D
- Built the main flow architecture of the content to optimize the production pipeline and reduce the effort on integration.
- Developed and maintain the custom toolset in the engine for level designers, artists and the production team.
- Introduced FMOD to production and directly work with composer and audio designer.
- Built projects for QC, performance testing or release.
- Porting products to macOS and solving compatibility and cross-platform issues
Project :
Beatday PC/Mac
An Ode to Moss VR music video
INORI -- Lead Programmer >> 76th Venice International Film Festival Official Selection
IP Game Project -- Technical Manager

Forson
Product Manager
September 2020 - June 2022 (1 year 10 months)
Taipei, Taipei City, Taiwan

- In charge of team building and using agile software development establish production flow.
- Set sprint goals and milestones to push the product to the next phase base on company strategy.

- Provide the techincal solution eg. graphic, architecture, serverless framework, optmization.

Hi-Organic
CG Artist
July 2021 - August 2021 (2 months)
Taipei, Taipei City, Taiwan

GMA 32 nominated video
- In charge of the part of Best Indigenous Language Album environment design
- The video is made with Unreal Engine 4 and Megascan.

Winking Entertainment
VR Game Programmer
September 2016 - February 2018 (1 year 6 months)
Taipei City, Taiwan

- Developed the VR game mainly on PlayStation VR platform.
- Researched the user experience in VR, such as movement, information presented and ways to
interact with object.
- Programmed the client code, most on the blueprint, and use C++ to build the basic framework.
- Optimized graphics performance with UE4.
- Enemy AI behavior design and programming, shader effect programming

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Education

National Taipei University of Education
Master's Degree, Master Program in Toy and Game Design · (2013 - 2015)

National Taipei University of Education
Bachelor's Degree, Department of Digital Technolgy Design · (2009 - 2013)