



# Xin-Bao (Paul) Wu

📍 Taiwan

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## SKILLS

### Infra

Docker, Git CI/CD

### Programming Languages

C, C++, C#, JavaScript/Typescript, Java, Python

### Frameworks

Express.js, Prisma (MySQL), Jest

## AWARDS

### Academic Achievement Award

for the spring semester of the 113th academic year in master's studies.

## WORK EXPERIENCE

2024-07 -

### Backend Engineer Intern

2025-06

#### Crypto Arsenal

- Decoupled the relation between copy trading strategy and Kubernetes pods to reduce the cost caused by pod number.
- Created a Telegram web3 wallet based on the wallet as a service and a third-party login
- skills: **Next.js, MySQL, Prisma, RabbitMQ, Typescript, React.js**

2021-09 -

### Teaching Assistant

2022-01

#### National Cheng Kung University

- Designed a programming assignment for a .NET Framework Forms application.
- Resolved a student's programming issue during class.
- skills: **.NET Framework, Unity, Microsoft SQL, C#**

## EDUCATION

2023-09 -

### Master in Department of Institute of Network Engineering

2025-06

#### National Yang Ming Chiao Tung University

- **Academic Performance: GPA: 4.26**

2019-09 -

### Bachelor's in Department of Computer Science and Information Engineering

2023-06

#### National Cheng Kung University

- **Academic Performance: GPA: 4.09**

## PROJECTS

### Cloud Native Document Center

Express.js, Jest, docker, MySQL

- A document management system for the final team project of the Cloud Native course at NYCU using express.js.
- Used Google OAuth to get a JSON web token for login information.
- Used MySQL to store the change log of the document and user permissions.
- Tested the authorization microservice with a MySQL test container, achieving 60.54% statement coverage with Jest
- Automated Testing with CI/CD.

### A Peer to Peer Go-bang

Android Studio, Java Socket

- An Android online game developed in Java using Android Studio.
- Applied min-max heuristic AI for offline play.
- Created another thread for web IO and mutual callback with the main event loop for dual playing.

### Skr Knight

Unity, C#

- Final project for Windows programming: a dungeon third-person shooter game.
- Implemented random map generation, laser-based aisle generation, radius-based aiming, and loot systems.

### Minecraft Mods and Datapacks

Java

- Achieved 100k+ downloads in [Curse Forge](https://www.curseforge.com/minecraft/mods/paul90317) and 169k+ downloads on [Modrinth](https://www.modrinth.com/user/paul90317)