

Carter (Po-Chung) Yang

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SELECTED ACADEMIC PROJECTS

Programming Educational Game "Robot Farm"

Full Stack Web Developer, Team of 3, JavaScript
02/2014 – 07/2016

- This project was presented in [ACTC 2015](#).
- Developed the Block-based coding system without any frameworks.
- Established the server and database for teachers to make their stages.
- Introduced the statistical analysis for teachers to check their students' shortage.

2D Action Game "Towncount"

Game Programmer, Team of 6, Unity
10/2016 – 06/2017

- Developed my own Animation System, Scene Manager and Physics Engine.
- Built the whole system including Skill Tree, Drag System, Map, Save & Load system.

Casual Mobile Game "Ring React"

Solo, Unity
07/2018 – 09/2018

- Monetized with the Google Play's Payment system and Advertisement service.
- Provided the Ranking and Achievement system for players to compete with each other.
- Published the game on Google Play, and made over 100 stages.

Browser Game "Fate Maker"

Solo, JavaScript
12/2015

- Built the game creation system for players to create their own custom stages.
- Programmed my own Animation System and Physics Engine without game engine frameworks.
- Implemented the server and database for players to publish those courses worldwide.

WORK EXPERIENCE

IT Engineer, Tokyo Marine Newa Insurance, Taiwan

Full Stack Web Developer

- Developed many Workflow Management Systems with ASP.NET MVC, such as absent note.
- Maintained insurance websites and fixed front-end security problems (CSRF, XSS, etc.).
- Volunteered to help colleagues that are struggling with programming tasks.

IT Engineer Internship, Move In Pocket Co. Ltd., Taiwan

Game and Full Stack Web Developer
08/2016 – 03/2017

- Implemented API services for cabin attendants in EVA Air.
- Developed and released 4 games on Google Play, and embedded Alipay payment API.
- Guided peers to build the managed service for Taiwan government employees.

Research Assistant, Yuan-Ze University, Taiwan

Full Stack Web Developer
02/2014 – 07/2016

- Built the programming educational game called "Robot Farm".
- Analyzed playtest data and arranged levels to improve programming learning progress.

EDUCATION

Yuan-Ze University, Taiwan

Bachelor of Science in Information Communication
09/2013 – 06/2017

- GPA: 3.85 / 4.0; ranked 2 / 56 in the class.
- Relevant Coursework: Game Development, Interactive Computer Graphics, Internet Programming, Mobile Device Programming, Windows Programming, Web Programming, Database System.

SKILLS

Game Development: Unity, OpenGL, Script Optimization (Reduce GC Alloc, etc.), Engine Development.
Cyber Security: CTF, Reverse Engineering, Network Security, Game Security, GDB, IDA Pro, Cheat Engine.
Programming Language: C#, C/C++, Python, Assembly, Golang, Typescript, JavaScript, ASP.NET, Objective-C.
Language: English, Chinese, Japanese.
Other: Digital drawing, Linux/Unix Administration, AI Development, MSSQL, WinAPI.

ACTIVITIES

PicoCTF 2019

10/2019

- Got into the top 90 Global Rankings before the event ended.

Google CTF 2020

08/2020

- Solved 2 reversing engineering problems, and 2 web problems.