

Carter (Po-Chung) Yang

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WORK EXPERIENCE

IT Engineer, National Chengchi University, Taiwan

Full-Stack Web Developer

- Develop Productivity Decision-making System for manufacturing management.

06/2021 – present

IT Engineer, Tokyo Marine Newa Insurance, Taiwan

Full-Stack Web Developer

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

10/2017 – 05/2018

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

Game and Full-Stack Web Developer

- 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.

08/2016 – 03/2017

Research Assistant, Yuan-Ze University, Taiwan

Full-Stack Web Developer

- Built the programming educational game called “[Robot Farm](#)”.
- Built various systems including block-based coding system, logging system, server, and database.
- This project was presented in [ACTC 2015](#). Educated over 200 students, and is still on track in Yuan Ze University.

02/2014 – 07/2016

SELECTED ACADEMIC PROJECTS

[3D Narrative Game "Vertical Slice"](#)

Gameplay Engineer, Team of 8, Unity

- Created a finite-state machine to manage player and dialogue status.
- Developed a data prefab generator and a custom inspector for collaborators to adjust game parameters.
- Designed and developed an event trigger system with high scalability using interfaces and inheritances.

10/2020 - 03/2021

[Casual Mobile Game "Ring React"](#)

Solo, Unity

- Monetized with 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.

07/2018 – 10/2018

[2D Action Platformer Game "Towncount"](#)

Game Programmer, Team of 6, Unity

- Developed animation system, scene manager, and physics engine from scratch.
- Built various systems including skill tree, rope physics, dynamic map, save & load system.
- Designed 3 challenging bosses with varied attacks and movements.

10/2016 – 06/2017

EDUCATION

New York University

Master of Science in Computer Engineering

Relevant Coursework: Machine Learning, Internet Architecture & Protocols

09/2021 – present

Yuan-Ze University, Taiwan

Bachelor of Science in Information Communication

- GPA: 3.85 / 4.0; ranked 2 / 56 in the class.

09/2013 – 06/2017

Relevant Coursework: Game Development, Interactive Computer Graphics, Internet Programming, Mobile Device Programming, Windows Programming, Web Programming, Database System.

SKILLS

Web Development: AngularJS, Node.JS, D3.js, jQuery, ASP.NET

Game Development: Unity, OpenGL, 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, Objective-C.

Language: English, Japanese, Chinese.

Other: Digital Drawing, Code Refactoring, Linux/Unix Administration, AI Development, MSSQL, Firebase, OpenCV, WinAPI, Github.

CERTIFICATIONS

[Data Science Bootcamp Certificate](#)

07/2021

ACTIVITIES

PicoCTF 2019

10/2019

Got into the top 90 global rankings before the event ended.