

EDUCATION

2017 - I MFA absent I University of Oxford I Oxford, UK  
2010 - I MFA absent I UCLA I Los Angeles, CA, USA  
2005 - 2009 I BFA I Carnegie Mellon University I Pittsburgh, PA, USA

EXPERIENCE

**Software Engineer I Flossy**

2022.11 - 2024.07 I Los Angeles, CA, USA  
A service platform for accessible and affordable dental care.  
*Backend development. Worked on API implementations, including search functionalities, third-party insurance integration, and third-party SMS integration (TypeScript + Node.js + TypeORM + PostgreSQL).*

**Product Consultant**

2018 - 2020 I Shanghai, China  
*Worked with cultural organizations to develop online and offline strategies in China.*

**Founder I Noiseer**

2016 - 2019 I Taipei, Taiwan  
A multimedia platform for promoting the emerging music scene in Taiwan.  
*Managed a team of five. Worked with entertainment and media companies in Taiwan.*

**Lead Organizer I Rails Pacific Conference**

2016.01 - 2016.05 I Taipei, Taiwan  
Asia's own Ruby on Rails conference.  
*Managed a team of six. Oversaw all aspects of the conference including funding, venue, scheduling, sales, design, media, and accounting.*

**Software Engineer I Mashable**

2013.09 - 2017.10 I New York, NY, USA  
A media company providing news and reviews in technology, science, culture, and entertainment.  
*Frontend and backend development. Developed Mashable's publishing platform, including transitioning from the legacy WordPress CMS to Rails, custom visual editor, and ad functionalities (React + CoffeeScript + Ruby on Rails + MySQL).*

**Jr Software Engineer I GOOD**

2012.08 - 2013.07 I Los Angeles, CA, USA  
A multimedia platform promoting positive social engagement in the world.  
*Frontend and backend development. Developed GOOD's social media platform (Backbone + Ruby on Rails + MySQL).*

**Web Apprentice I GOOD**

2011.09 - 2012.05 I Los Angeles, CA, USA

**Frontend Developer/Designer I Brokrme**

2011.06 - 2011.12 I Los Angeles, CA, USA

**Game Design Intern I Sifteo**

2011.06 - 2011.09 I San Francisco, CA, USA  
A MIT Media Lab spin-off for the Sifteo Cubes interactive gaming platform.  
*Designed and prototyped games for the Sifteo console (Python).*

**Game Design Intern I Sifteo**

2010.05 - 2010.06 I San Francisco, CA, USA

**Technical Sales I Jetway Computer Corp.**

2010.01 - 2010.05 I Newark, CA  
*Assisted business development manager and sales manager.*

**Freelance Web Developer/Designer**

2009.07 - 2011.06  
*Worked with small businesses in New York and San Francisco.*

PROGRAMMING

TypeScript, Ruby, Ruby on Rails, JavaScript, React, jQuery, CoffeeScript, Backbone, HTML, CSS, Python, Java, C, C++, PHP, PostgreSQL, MySQL, MongoDB

LANGUAGES

Mandarin (read/write/speak), English (read/write/speak)