## Taiwei Tuan

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#### PROFESSIONAL SUMMARY:

A Website and Software development professional with intern experience in the gaming industry as a Software Engineer and 7 months experience as a fulltime Web Specialist. Experienced in C++, Java, JavaScript, HTML5, CSS, SQL, and AngularJS and both Front-End and Back-End development. Possesses Adaptive, fast-learner, and self-motivating personality. Extensively familiar in a field that requires strong skills in communication, problem-solving and teamwork.

#### **EDUCATION:**

Bachelor of Science, Computer Science, with a focused in Software Development. Northern Illinois University, DeKalb, IL

August 2014

#### Relevant Projects:

• Software Engineering – Served as Group Member of programming team for a semester long project. Simulate the airline ticket purchasing platform using Java. Achieved requirements, created 'look and feel' UI/UX, and maintained neatly organized documentation.

#### **EMPLOYMENT HISTORY:**

LeadertechUSA, Wood Dale, IL **Web Specialist**, *Full Time*.

February 2015 ~ Present

- Worked with small team of developers to brainstorm and implement new ideas for marketing platform on both front-end and back-end.
- Created two single-page mobile web applications written with JavaScript MVC framework 'AngularJS', resulting twice amount of visitors according to Google Analytics.
- Improved visualization of the marketing web page to provide better navigation and visualization by implementing animation using JavaScript and CSS3 for more than 1,000 products cross-browser.
- Redesigned both front-end and back-end interaction of company website to improve stability and performance using JavaScript, VB Script and ASP.NET.
- Created multiple tools to automate the documents processing on server side written in Python, resulting 100% accurate data process and increase productivity for the entire company.
- Created customized Amazon MWS API to further promote company products using PHP.

X-Legend Entertainment Co Ltd, Taipei, Taiwan,

September-2014 ~ November-2014

# Software Engineer, Intern.

- Worked on adding more in-game functionalities, specifically the Cut-Scene Manager. Increased stability of 80% by implementing more refined STL containers and utilization of algorithmic analysis.
- Participated in the game development team of largest MMORPG Company in Taiwan Patched the bugs that were reported by clients and implement the new functionalities to the games written in C++.
- Part of agile environment to keep close look at the development progress, report to manager and SEO twice every week.
- Assisted animation functionality, video effect functionality, and UI/UX design development by utilizing C++, XLM using Visual Studio and CEGUI.

#### **TECHNICAL SKILLS:**

- Languages: C, C++, Java, Assembler, COBOL, JCL, SQL, C#
- Web Application: HTML5, CSS3, Bootstrap, AJAX, JavaScript, PHP, jQuery, AngularJS, ASP.NET, Node.js
- Databases: SQL, MySQL, Microsoft Access
- Operating System: Linux, Windows, Mac, Unix, z/OS
- · Application: Eclipse, NetBeans, Visual Studio
- Others: Python, VB Script, Apache

### LANGUAGE ABILITIES:

- English (Fluent, oral and written)
- Chinese (Fluent, oral and written)