

Technical Skills

JavaScript (ES6+), HTML, CSS, React, TypeScript, Vite, Styled Components, Git, GitHub Actions, Storybook, WCAG

Experience

Software Engineer - Castles

May 2023 - present

- Collaborate with PM, backend, and QA to deliver user-friendly digital interfaces within a one-month agile cycle.
- Engage in requirement discussions, analyze user workflows, and proactively address potential challenges to boost development efficiency and product quality.
- Document system designs with detailed requirement backgrounds and change scopes, ensuring clarity and providing reliable references for future development.
- Refactor and optimize key areas of the codebase to enhance product quality, maintainability, and stability.

Software Product Manager - QNAP

June 2021 - May 2023

- Responsible for QVR-Human(crowd flow analysis), and QVR-Face(face recognition) software development.
- Collaborated with UI/UX to evaluate feasibility with engineers, assisting QA in defining tests.
- Defined MVP, PRD, and marketing materials.

Software Project Manager - Asus

Apr 2020 - June 2021

- Lead the task force team to improve software stability.
- Gathered user issues from various countries, supported QA in reproducing issues.

Hardware Product Manager - Asus

May 2015 - Apr 2020

- Responsible for the ROG gaming keyboard and mouse development.
- Won the German iF Design Award in 2018.

Sales Administrator - Asus

Jun 2010 - May 2015

- Manage European sales systems(account sales, payments, and credit note), and handle customer complaints.
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Education

ALPHA Camp - Full Stack Web Development Program (Specialized in frontend).

Online

Yuan Ze University - Bachelor of Business Administration.

Taipei, Taiwan

Language

Mandarin (native), English (TOEIC 840)

Personal

I love hiking, biking, hosting an English speaking club in Castles, and writing blogs to share my developing experiences.