Tony **Chen**

COMPUTER GRAPHICS · SOFTWARE DEVELOPMENT

Taipei City, Taiwan

☎ (+886) 966-151-141 | ✉ tonyasdzxc@gmail.com | 🏠 https://tinyurl.com/43ud97aw | ⬚ tonyman1008 | in Yun-Liang Chen

Summary

Major in CSIE NTUST, 4+ years experience in Enterprises Industry Cooperation Project Development.
Computer Graphics, WebGL, Full-Stack Web Development, HTML5 Web Game. Software Development.
I consider myself responsible, enthusiastic, easy-going. Positive thinking, highly proactive, fast learner.

Education

NTUST (National Taiwan University of Science and Technology)　　　　　　*Taipei, Taiwan*

M.S. IN COMPUTER SCIENCE AND INFORMATION ENGINEERING　　　　　　*Sep. 2020 - Now*

- Computer Graphics and Animation Laboratory (E1-201-5)
- Thesis topic: De-rendering the Multi-Components Bending Revolutionary Object (Novel View Synthesis)
- Advisor: Chih-Yuan Yao Ph. D

NTUST (National Taiwan University of Science and Technology)　　　　　　*Taipei, Taiwan*

B.S. IN COMPUTER SCIENCE AND INFORMATION ENGINEERING　　　　　　*Mar. 2016 - Jun. 2020*

- Graduation Project Advisor: Chih-Yuan Yao Ph. D
- Win the first place award in NTUST CSIE Graduation Project Contest

Experience

NTUST CGAL Lab　　　　　　*Taipei, Taiwan*

PROJECT ASSISTANT　　　　　　*Sep. 2018 - Now*

- 4+ years experience in enterprises industry cooperation project development
- Develop web application with different front-end, back-end framework and library like React, Laravel, WebGL, Apollo, Ajax, Node.js, Shader...
- Develop image processing application project with OpenCV, C++, develop an algorithm to optimize the stitching image like Graph Cut.
- Develop several HTML5 cross-platform web slot games with TypeScript and CocosCreator.

iStaging　　　　　　*Taipei, Taiwan*

SOFTWARE ENGINEERING INTERN　　　　　　*Sep. 2019 - Feb. 2020*

- Build a 3D web house tour system using WebGL(Three.js) and React, replace the previous house tour method like watch the 2D photo on website.
- Use the multiple Computer Graphics technique like shader rendering, panorama, mesh on web.
- Develop a automatic scheduling panorama capturing tool, and implement RESTful API for 3D object, image showing attribute store in AWS(S3).
- Code refactoring, performance optimization on the web system for different device and OS.
- Work with development team to design the UI flow and version control together.

Honors & Awards　　　　　　CURRICULAR

2019　**1st Place Award**, NTUST CSIE Graduation Project Contest　　　　　　*Taipei, Taiwan*

- A 3D virtual tour system. no need complex modeling process, automatic generate floor plan of house. Provide a immersive experience for house touring.

- As a team members, my work is cooperate with my teammates and integrate the system parts together, also need to totally understanding the project that finally present a briefing.

2019　**Finalist**, Innovation Game Design Competition (Intercollegiate)　　　　　　*Taipei, Taiwan*

Skills

HARD SKILLS

Programming Languages	C, C++, Csharp, Python, HTML, CSS, JavaScript, TypeScript, MySQL
Frameworks and Library	React, WebGL(Three.js), Nodejs, Redux, Apollo, Laravel, Ajax, PyTorch
Game Engine	Unity, Unreal, CocosCreator
Others	Git, SVN, Webpack, Linux, Docker, AWS, Npm, Yarn

SOFT SKILLS

Personality Responsible, punctual, careful, calm, flexible. Have good leadership and teamwork skills.

Attitude Positive, active, inquisitive, willingness to learn new tasks and take on new challenges.