

TAO-SEN CHANG

taosen.chang@gmail.com · <https://www.linkedin.com/in/tao-sen-chang/>
<https://tsctw.co.uk/>

WORK EXPERIENCE

Software Engineer

Apr 2022 - Present

Bayer • Full-time • Warsaw, Poland

- Participated in both Front-end and Back-end development of an large scope and large scale web application using React and Node.js, developing the seamless integration of 5+ teams
- Designed and implemented 20+ reusable components, including key features such as React tables, notification systems, GraphQL APIs, and permission management
- Successfully built and managed CI/CD processes with GitHub Actions to deploy on AWS, resulting in a 20% reduction in deployment time
- Collaborated closely with team members by Agile Scrum, engaging in continuous improvement and adaptability to updating requirements

Front-end Software Engineer

Jul 2021 - Aug 2021

Delta Electronics • Internship • Taipei, Taiwan

- Refactored 10% of the legacy project into React / Next framework to improve performance, maintainability, and scalability while introducing new features to enhance user experience
- Completed 80% of the Console UI with Vue.js for controlling the backing up of the database on the cloud
- Modularized the components styling with Material UI and Vuetify
- Cooperated with PM and Back-end developers, discussing the details of the architecture and requirements, made availability and scalability softwares

Front-end Software Engineer

May 2020 - Sep 2020

Ivy-Way Academy • Internship • Taipei, Taiwan

- Refactored 30% of the codes with components to improve code reusability and flexibility in Vue.js
- Worked with Back-end developers, utilizing and testing 40+ APIs
- Facilitated Vuex and improved the performance 10% by eliminating unnecessary API calls
- Implemented the ESLint and Prettier to make sure the high quality of coding styles

EDUCATION

Bachelor of Engineering, Computer Science

Sep 2018 - Feb 2022

Adam Mickiewicz University • Poznan, Poland

- GPA 4.68/5.0
- Simulated the model of "Mouse in a maze" by reinforcement learning on AI team project
- Created a submarine simulator with C++/OpenGL and computer graphics knowledge for rendering 3D graphics on GPU along with physics library
- Visualized the Schelling Model and produced the result dynamically in Python
- Responsible for software architecture in the software engineering team project (Android App in Java)

Bachelor of Arts, Japanese Language and Literature

Sep 2011 - Jun 2015

National Taiwan University • Taipei, Taiwan

- GPA 3.81/4.3

CERTIFICATIONS & SKILLS

AWS Certified Cloud Practitioner

- Amazon Web Services (AWS)
- Issued May 2024 · Expires May 2027

Skills: TypeScript, JavaScript, Python, Java, C++, React, Vue.js, HTML, SCSS, Node.js, MongoDB, PostgreSQL, AWS, Docker, CI/CD, Linux, Git, Github, GitLab, AHA, Grafana, Data Structure, Algorithm

VOLUNTEER WORK

Humanitarian relief project for the temporarily relocated Ukrainians

Apr 2022 - Jun 2022

Tzu-Chi • Poznan, Poland