

Yu-Shiang Tseng

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Experience

Senior Frontend Engineer , Delta Electronics, Inc.	Jul. 2024 – Present
<ul style="list-style-type: none">Developed an enterprise WLAN management system from UI design to production launch.Led frontend development with Next.js and TypeScript, collaborating on backend API integration.Utilized Material UI as a base and developed our own brand-aligned components.Built visualizations to represent network structure, usage data, client locations, roaming, and signal strength.Used MSW for API mocking while maintaining UI documentation and unit tests in Storybook.Built automated package publishing and Docker image builds for every release using GitLab CI.Built automated issue tracking and release-note collection with GitLab Scheduled Jobs, merge requests, and API.	
Frontend Engineer , Kdan Mobile Software Ltd.	Oct. 2022 – Jun. 2024
<ul style="list-style-type: none">Experienced in e-signature SaaS development in Scrum with backend and UI/UX teams.Provide the marketing team with a CMS for real-time content updates.Leveraged Next.js SSR to enhance SEO and monitored Core Web Vitals to improve user experience.Utilized Sentry and Datadog to retrieve logs, resolve issues, and enhance the SaaS product.Built an SDK for third-party application integration with our product, verified on Microsoft Teams.Developed and maintained customized on-premise versions using Git forks and Docker to build production environments, with SonarQube for code quality scanning.	
Software Engineer Intern , iStaging Corp.	Sep. 2019 – Jan. 2020
<ul style="list-style-type: none">Built an interactive 3D room tour and virtual exhibitor platform using Three.js and React.Implemented camera transition animations and panorama texture projection using GLSL.Integrated HTML into a 3D environment with CSS 3D, managing occlusion for proper UI visibility.	

Education

National Taiwan University of Science and Technology	Sep. 2016 – Jul. 2022
<ul style="list-style-type: none">Bachelor of Science and Master of Science in Computer Science.Master's Thesis: Neural Radiance Fields using Depth Oracle Network for Dynamic Character.	

Projects

3D Coverage Visualizer	
<ul style="list-style-type: none">Develop real-time wireless signal visualization using React for UI and Three.js for GPU-accelerated 3D rendering.Package the project as a reusable library with documentation via JSDoc and usage examples in Storybook.	
Triangle localization Simulator	
<ul style="list-style-type: none">Built a person tracking data simulator that sends data to Prometheus and visualizes it with Grafana.	
Panorama Scene Editor	
<ul style="list-style-type: none">Developed a web tool that generates layouts from uploaded panoramas using neural networks.Built Docker images via GitHub CI and deployed React frontend and Python backend using Docker Compose.	

Technical Skills

Languages: JavaScript, TypeScript, CSS, HTML, GLSL, C++, Python

Frameworks/Libraries: Next.js, React, Redux, Jest, i18n, Styled-components, Storybook, MSW, Three.js

Tools: Git, CI/CD, Docker, Docker Compose, SonarQube, Nginx, Prometheus, Grafana