

# Yu-Shiang Tseng

tsengyushiang@gmail.com | 0983 030 748 | github.com/tsengyushiang

## Experience

---

**Senior Frontend Engineer**, Delta Electronics, Inc. Jul. 2024 – Present

- Developed an enterprise WLAN management system from scratch and launched it to production.
- 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, and signal strength.
- Used MSW for API mocking while maintaining UI documentation and unit tests in Storybook.

**Frontend Engineer**, Kdan Mobile Software Ltd. Oct. 2022 – Jun. 2024

- 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

- 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

- 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

- 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

- Built a person tracking data simulator that sends data to Prometheus and visualizes it with Grafana.

### Resizable and draggable group by hierarchical transformations

- Extended the existing React DnD library to support dragging and resizing groups of elements.

### Panorama Scene Editor

- 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