Tsung-Yu Chien

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ttps://tsungyu927.github.io

SUMMARY

Passionate Frontend Developer with a strong knack for creativity and highly skilled in HTML, CSS, JavaScript, and React.js. I excel in writing detailed technical documentation and am skilled at effective communication. My commitment to staying updated with the latest trends and technologies allows me to deliver innovative solutions that bridge user experience with cutting-edge frontend development.

EXPERIENCE

Frontend Developer (Programmer II)

Shoalter Technology

July 2022 - Present, Taipei, Taiwan

- · Led a cross-functional team of four members in the successful development and implementation of a front-end service, ensuring progress toward project milestones and client satisfaction.
- · Collaborated with other programmers to develop brand new systems using Next.js, Typescript and Ant Design.
- · Implemented reuseable components and revamping legacy code according to requirements.
- Developed comprehensive unit tests using Jest which increased test coverage by about 30%.
- · Mentored junior team member, fostering their growth in frontend development, code best practices and project execution.

Software Engineer Intern

FuGood Solution Co., Ltd.

July 2020 - June 2021, Taipei, Taiwan

- · Developed responsive web pages using React.js, Redux, CSS.
- · Implemented Line Bots using Node.js and Bottender.js.
- Built server-side rendered web app and deployed to Google Cloud Platform (Firebase).
- · Implemented BLE (Bluetooth Low Energy) communication system on Raspberry Pi and Android using Node.js and React Native.

PROJECTS

Shozzle

https://shozzle.dev

April 2023 - Present

- · Co-created and maintain the technology blog using Astro.
- Author and publish insightful articles to share knowledge and expertise.
- · Pioneered and implemented innovative features by conceiving and proposing creative ideas, enhancing blog functionality and user experience.

Mirror xd

https://acg.gamer.com.tw/acgDetail.php?s=117426

July 2020 - February 2022

- · Collaborated closely with team members to develop a Minimum Viable Product (MVP) for a puzzle game.
- · Established a team-specific Scrum process to ensure that the development stays on the right track.
- · Responsible for UI design and programming development within the team.

Online Graduation Exhibition Website

https://github.com/tsungyu927/yzuic-exhibition-web

February 2021 - June 2021

- · Led and organized a team of four individuals to collaboratively complete the official website for our graduation exhibition.
- · Responsible for the development of the homepage using Vue.js and GreenSock Animation Platform APIs (GSAP).
- · Collaborated closely with the designer to optimize user experience by taking a user-centric approach.

EDUCATION

Bachelor of Information Communication

Minor in Computer Science · Yuan Ze University · Taoyuan, Taiwan · 2017

SKILLS