

SUMMARY

- 1 year experience as Full Stack Developer in using React, Next.js, Node.js, and MySQL
- Experience in designing and engineering all layers of development from database, services, to user interfaces
- Implementing software development life cycle policies and procedures
- Good communication skills, interpersonal skills and effective organizational skills, capable of working independently with minimal supervision and perform as part of a team
- Highly adaptable in quickly changing technical environments with very quick learning ability

SKILLS

Programming Languages:	JavaScript, Ruby, Python, PHP
Web Development:	HTML, CSS, JSON, JWT
Frameworks & Libraries:	React 16/17, Next.js, Node.js, express, Fetch API, Auth0, Ruby on Rails, Bootstrap, MVC Framework, RESTful Web Service, REST API Design, Database Schema Design, Interaction Design
Database & Cloud:	MySQL, PostgreSQL, Heroku, DreamHost, WordPress
Programming Tools:	Visual Studio Code, Sublime, Postman, Insomnia, Git, Docker, Swagger
Design Tools:	Figma, Photoshop, Axure
SDLC:	Agile (SCRUM)
Communication:	Bilingual in English and Chinese (Traditional)

EDUCATION & TRAINING

Master of Engineering in Computer Science

Oregon State University (OSU), Corvallis, OR

Expected: June 2021

Full Stack Developer

Le Wagon, Tokyo, Japan

2019

Bachelor of Science in Electronic and Computer Engineering

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

2014

EXPERIENCE

Full-Stack Developer

Madison Ave. Collective, Corvallis, OR

06/2020 — Now

- Collaborated with the CEO on the design, implementation and launching of a home-grown, customer-facing project management application “Mana by Mac” using React, Next.js, Docker, Auth0, JWT, REST API design, repository pattern, and MySQL
- Launched “Mana by Mac” on DreamHost with Passenger and use Swagger with ngrok to build an API document that can interact with localhost database
- Lead the building of the blog section of Brand Name Pencils. Expanded website’s custom theme and blog functionality by WordPress’ functions, WooCommerce, Advanced Custom Fields, MetaSlider, and CSS

Full Stack Developer Trainee

Le Wagon, Tokyo, Japan

07/2019 — 08/2019

- Designed, built, and launched website [Codewizard](#) by leveraging Ruby on Rails, MVC Framework, JavaScript, Bootstrap, HTML, CSS, PostgreSQL, and Heroku within 11 days. My main focus was on developing the backend, solely built the level, battle, leaderboard, and battle system and use Pundit for authentication, but also helped styling the frontend as well as creating animation to make the product more engaging
- Designed, built, and launched [Cosfind](#), a website that matches cosplayers or costume renters with people who has such demand, e.g. birthday party, by using Ruby on Rails, MVC Framework, Bootstrap, HTML, CSS, PostgreSQL, and Heroku within 5 days, handling most of the backend function and part of frontend styling

Deputy Inspection Engineer

Taiwan Children's Commodities R&D Center (TCC), Taipei, Taiwan

11/2016 — 08/2018

- Collaborated with international experts from the US and Canada to understand the industry trend and ensure TCC in compliance with international standards
- Managed customer relationships, communicated with equipment manufacturing representatives regarding inspection reports and standards
- Consulted with clients and vendors on design solutions to save time and money
- Performed field inspections covering 20 cities and over 1,000 playground equipment in parks and schools
- Provided clients detailed reports on issues and guidelines for improvements based on the Taiwan National Standards

Mobile Game Designer & Associate Product Manager

Ultratec, Taipei, Taiwan

03/2016 — 07/2016

- Established great working relationship and collaborated closely with the engineering team on optimizing game balance, UI design, and improving the overall gaming experience
- Worked closely with the overseas development team in Shenzhen, China, monitored and reported on development progress
- Designed and executed online events on Facebook to draw players' interests and maximize their engagement
- Led the QA team, created and maintained test cases

Division Leader

Republic of China Armed Forces, Taichung, Taiwan (Mandatory for every adult Taiwanese)

12/2014 — 11/2015

- Designed an automated patient log, shortening the working time from 1 hour to 15 minutes
- Supervised and enforced operations such as physical exams, vaccinations, and blood donations across 25 platoons twice a month, processing over 1,500+ soldiers in each operation

Game Designer

Yodo1, Beijing, China

07/2012 — 08/2013

- Re-architected and re-designed user interface from PC to mobile devices
- Conducted user interviews and usability test and worked side-by-side with the Android team to develop solutions that optimized game performance
- SCRUM with programmers and designers every day to make sure the progress of UI refactoring plan
- Collaborated with creative team on culturalizing storyline, game graphics, and UI components
- Managed test cases and bug reports