Jen-Chieh Shen

 jcs090218   ✉ jenchieh94@gmail.com   👤 https://jcs-profile.com/   in jen-chieh-shen

TOOLS AND TECHNOLOGIES

- *Languages:* C, C++, C#, Java, JavaScript (browser/Node.js), Elisp, Python, Lua, Rust...
- *Database:* PostgreSQL, MySQL, MongoDB...
- *Web/network frameworks:* Netty, MINA, Express.js, ws, DRF...
- *Infrastructure:* AWS, Digital Ocean, Docker...
- *Tools:* Emacs, Vim, Git, Perforce, Jenkins...

WORK EXPERIENCE

Unity Developer (Contract)   Apr, 2020 – May, 2022
Novaby - Seattle, Washington, United States

- Create complete UI elements for an existing Augmented Reality application.
- Collaborate with software engineers from the upstream AC Viewer SDK to ensure smooth AR integration on both ends.
- Evaluate and advise the CEO and her clients on technical decision-making processes.
- Create frameworks, tools, and establish automation to streamline the entire development workflow, with the goal of achieving an 80% increase in productivity.
    - NovBundle was created for use in our application, and it has gained the admiration of other engineers on the team.
- Establish the server from Digital Ocean and synchronize the DNS record with the current domain name registered on GoDaddy.
    - Serve as a system administrator, tasked with overseeing server management for fellow colleagues.
    - Establish the file server with Nginx to host asset bundles and other application data.
- Published two mobile applications on the iOS App Store and Google Play.

Senior Unity Engineer   May, 2020 – Jan, 2021
ultragbye - Taipei, Taiwan

- Deliver complete application interaction, network interface/module, and tool development.
- Create a mini/test server using Node.js for standardized the web server side API content.
    - Acted as a backend engineer to simulate unplanned server API behavior (before phase 2).
- Integrate a Bluetooth LE library to establish connections with peripheral devices built using Raspberry Pi.

Backend Engineer   Sep, 2018 – May, 2019
T-Nexus - San Francisco Bay Area

- Develop a login server web API within the Node.js environment using Express.js.
- Create a schema for the login server utilizing Mongoose, which is constructed on the MongoDB platform.
- Develop an automated program with a shell script to deploy the server on AWS.
- Collaborate with client engineers to integrate the HTTP request model into the Unity client using C#.

OPEN SOURCE CONTRIBUTION

- *JCSUnity:* Quickly construct your game using multiple components and predefined default settings. (~500k LOC)
- *eask:* CLI for building, running, testing, and managing your Emacs Lisp dependencies. (~54k downloads)
- *unity-verify-code:* An email parser to get 6 digit verification code to bypass TFA from Unity Technologies. (~11k downloads)
- *fix-rs:* A Rust-optimized fuzzy matching algorithm, reminiscent of Sublime Text, designed to enhance performance for Emacs. (~1.3k downloads)
- Created over 180+ elisp packages and maintained over 300+ of them. (*lsp-mode*, *dashboard*, *grammarly*, *openai*, etc)

AWARDS

Games presented in Game Developer Conferences (GDC)
GDC at San Francisco Bay Area

GDC 2015

Archers Duel :: Gameplay Programmer

- Designed and implemented a few game-play components using AS3 and starling framework.
- Helped and published the game on Newgrounds.

Cardinal :: Gameplay Programmer

- Helped and implemented the scene management module and a few UI components using Unity C#.

GDC 2017

Might & Blade :: Lead Programmer

- Developed and brought the entire game to life, with a primary emphasis on the systems, and assigned tasks to fellow engineers.

- Worked with art, design, audio and, management (producers) teams and coordinate individual pieces into the game.

GDC 2018

Sugar Sleuths :: Lead Programmer

- Created, designed, and implemented the entire game (mainly the systems) and delegated tasks to other engineers.
- Collaborated with art, design, audio teams, and producers, overseeing the integration of individual elements into the game.
- Helped and published the game on itch.io.

Games presented in E3 College Game Competition
Hosted by Entertainment Software Association (ESA), USA

E3 CGC 2018
- Sugar Sleuths - has been selected to represent our school Academy of Art University.

EDUCATION

Academy of Art University, San Francisco, CA   Sep, 2012 – Dec, 2017
Bachelor of Fine Arts - BFA, Game Development