

Jimmy, Wei-Cheng Chen

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Professional Skills

- Programming: Python, JavaScript/TypeScript, C#, Java, Bash, Unix/Linux, Git/Perforce
- Game Development: Unity3D
- Web Development: Node.js, Express, NestJS, React, HTML5/CSS3, Sass/SCSS, Bootstrap/Material UI, Ajax (axios)
- Data Analytics: TensorFlow, PyTorch, PySpark, nltk, scikit-learn

Education and Professional Development

Carnegie Mellon University, Entertainment Technology Center (ETC) Pittsburgh, PA, USA

Master in Entertainment Technology Aug. 2021 – May 2023 (expected)

NTUST, NTNU, FJU Taipei, Taiwan

Continuing Education Program Sept. 2017 – June 2019

- CS-related courses: Data Structures, Operating Systems, Neural Networks, Programming Languages, Computer Organization, Algorithms, Linear Algebra, Introduction to Computer Science, Discrete mathematics

National Taiwan University (NTU) Taipei, Taiwan

B.A. in Economics Sept. 2011 – June 2015

Work Experience

3drens Taipei, Taiwan

Software Engineer (part-time internship) Oct. 2020 – May 2021

- Collaborated with designers using Figma and Zeplin as communication tools and with agile team members using Jira and Bitbucket as task management tools
- Finished the internship with 400+ PR, ranked first among eight interns at the same time
- Developed and maintained a Content Management System (CMS) platform handling 6K+ monthly orders with React
- Identified code redundancy and inefficiency in critical CMS authentication structure and refactor existing code
- Built a responsive e-commerce site including landing page and utilities (i18n and searching) using React, SCSS, and front-end frameworks such as Bootstrap and Material UI to increase the platform's usage rate by 60%
- Setup a customer success pipeline for customers to talk to us within the third-party messaging app
- Created an authentication and payment experience for a logistic platform's landing page serving 2K+ daily users and reconstructed content marketing (notification, promotion) tools that increase platform's successful orders by 25%

Academia Sinica Taipei, Taiwan

Research Assistant with Prof. Chih-Yu Wang Jan. 2017 – July 2020

- “Understanding User Behavior in a Cross-domain Scenario”
 - Established a query suggestion system analyzing users' behavior of when they changed browsing domains
 - Designed a critical ingestion pipeline to process e-commerce data from Verizon Media using Spark and Pandas
 - Developed novel embedding mechanism which collects time-/cross- domain features and conducted experiments via deep learning framework (RNN-based, Attention) using TensorFlow and PyTorch

Academic Projects

Building Virtual Worlds

Game Programmer, Game Designer Sept. 2021 - Present

- Course to rapid prototype games in each round that lasts for 1-2 weeks with interdisciplinary team composition
- Portfolios: **Tornado Hero, Dear Ambrosia, T-Run, One More Day, Submarush**

Personal Projects

Escalien

- A first-person shooter game requiring players to eliminate green aliens and to escape from a foreign planet
- Created 3D characters with MagicaVoxel, and worked in Unity on gameplay, level design, and environment settings

Keep the Dungeon

- A mini-game that challenges players to survive as long as possible by dodging enemies' attacks and shooting back
- Adjusted art assets in Unity, designed characters' behavior and sound effects to reinforce immersive experience

Get It Done

- A web-based application for users to organize daily tasks using Node.js, Nest.js, and PostgreSQL
- Constructed the website's front-end interface with React, MobX, and Material-UI
- Designed and developed RESTful API backend (Auth, Database) with TypeScript under NestJS framework