Yen-Lin Chen

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www.github.com/314pies   www.yenlinchen.com

EDUCATION

Columbia University   New York, NY
M.S. in Computer Science   Expected May 2022

National Taiwan Ocean University   Keelung, Taiwan
B.S. in Computer Science   May 2020

EXPERIENCE

Founder, Local Warfare Series (*www.dazadgame.com*)   Jan 2018 – Jan 2021
Mobile multiplayer FPS series with more than 4.5 million total installs
- Developed game mechanics with C# and Unity, utilizing OO Design to increase code reusability and flexibility, and optimization techniques (e.g., caching, reducing GC spikes, profiling, and re-design algorithms) to resolve code performance bottlenecks
- Implemented efficient real-time multi-player utilizing Mirror framework and UDP transport, capable of handling up to 32 concurrent players smoothly even on low-end mobile devices
- Implemented account system and backend logic by integrating Azure PlayFab APIs, Google OAuth, and serverless architecture
- Deployed match-making services utilizing Docker, AWS ECS, and Kubernetes
- Optimized performance by utilizing Unity rendering technique, achieved maintaining 60 FPS even on low-end mobile devices.
- Utilizing Scrum to lead and coordinate between team members, ensuring targets are completed on time
- Participated in start-up contests as representative and won multiple awards (more details in Honors & Award section)
- Leveraged knowledge in OO Design, C#, REST, Git, Serverless Architecture, Docker, AWS ECS, Kubernetes, Multiplayer Frameworks, TCP/UDP, 3D rendering, and debugged using Android ADB, Lunar Console, Unity Profiler, and Cloud Watch

Founder, ParrelSync (*https://github.com/VeriorPies/ParrelSync*)
Open-source Unity editor extension for multiplayer project testing; 1.7k stars as of Mar 2022
- Recommended by Unity official doc for multiplayer project testing workflow
- Developed tools and APIs to speed up multiplayer project testing, reducing test build wait time by 70%~95%
- Moderate the open-source community by monitoring issues, Discord server, reviewing PR, and delivering updates and fixes
- Leveraged knowledge in C#, OS commands, and Unity Editor APIs

Vice Lead in Software Development Department, ID Water (startup)   Dec 2016 - Oct 2017
IoT based water quality monitoring system   Keelung, Taiwan

- Implemented backend services, including account authorization, cash flow, and push notifications, using Node.js and MongoDB
- Built mobile apps (Android and iOS) using Unity with multiple features, including account login, user data browsing, Bluetooth Low Energy (BLE) data transfer with Arduino modules, in-app purchases, and push notifications
- Started working as a software engineer and earned a promotion to vice lead after four months
- Leveraged knowledge in Node.js, MongoDB, Git, Rest API, C#, Unity, C, Swagger, and Arduino IDE

Personal Website: *www.yenlinchen.com* (for additional information and projects)

HONORS & AWARDS
- 2020 Google G-Player One, Finalist
- 2018 Beijing-Taiwan Startup Contest, "Best Startup" (2/1023)
- 2017 NCTU Seed Fund Entrepreneurial Competition, Pass the Final (top 5%)
- 2018 NTOU Innovation and Entrepreneurship Competition, Gold Award (1/91)
- 2018 Rongcheng Yuan Meng Innovation and Entrepreneurship Competition, Gold Award (top 3%)
- 2018 NCTU Game Design Competition, 2nd Place Award (top 5%)
- 2018 NTOU Independent Study (Special Topic) Competition, 1st Place Award (1/24)
- 2017 NTOU Android App Competition, 1st Place Award (top 3%)
- 2015 Hsinchu Hackathon, 3rd Place Award (top 10%)

TEACHING EXPERIENCE
Teaching Assistant - COMS 4172 3D UI and AR, Columbia University   Spring 2022
Teaching Assistant - CSE 1062 C++ Programming, National Taiwan Ocean University   Spring 2018 & Spring 2019

SKILLS
- Proficient: C#, Object-Oriented Design, Unity, Git, Unity Multiplayer Development
- Familiar: Java, Python, Node.js, C/C++, REST, Docker, AWS ECS, Linux, MongoDB, CI/CD, Agile methodology (Scrum)
- Experienced: GCP, SQL, HTML/CSS/JS, Unity AR Development, Kubernetes, Swagger, Flask Framework, Swift, Xcode, MVC