Chambers Yeh

A web developer, working in web technologies and delivering quality work.

Email | Linkedin | Github | Website

SKill KEYWORDS

- Web Development HTML, CSS, Javascript ES6, Vite, Canvas, Git.
- Framework Vue, Nuxt, Pinia, Vue Router, TailwindCSS, Phaser.
- Backend Development NodeJS, Express.
- Database MongoDB, PostgreSQL.

EXPERIENCE

Game Front-End Engineer - Hearts Worldwide Co., Ltd. 2020 - Now

- Completed more than 10 2D game projects known for their engaging gameplay and **optimized** for seamless user experiences on different devices and interfaces.
- Optimize legacy projects, updating versions for old projects, and refactoring code to reduce CI/CD time by 20%.
- Use WebSocket as a real-time communication channel linking the front-end and back-end systems.
- Initiated starter project to enhance the team's development process, providing an expedited development environment.
- Resolved compatibility issues between mobile devices and Canvas, ensuring a consistent game experience for both mobile and desktop users.
- Reduced game loading time by optimizing image packaging with spritesheets, resulting in an impressive 80% decrease for users.

Front-End Engineer - Stellar Network Technology., Ltd. 2019 - 2020

- I introduced the Vue front-end framework to the project and generated clear development guidelines, creating a structured development standard for the team.
- **Developed a virtual infinite scroll feature** that enables rapid rendering of a large volume of messages in real-time chat projects while maintaining optimal CPU performance for the company.
- Adopted Markdown for project documentation, enabling quick formatting and clear listing of project configurations and settings in a concise manner.
- Utilized iframes to facilitate communication and data transfer with other teams within the company through their webpages.
- Responsible for facilitating collaboration and communication among different teams within the company to jointly develop core projects.

SIDE PROJECT

- Contributed to nitro, an open source TypeScript framework to build ultra-fast web servers.(3k stars)
- Continuously writing blogs on <u>Medium</u> and <u>Vocus</u>.

EDUCATION

Institute for Information Industry 2019

Front-End Engineer Professional Skills Development Program

National Taiwan Ocean University 2012 - 2016

Department of Harbor and River Engineering