

# CHEN Lihsuan

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Speak **Mandarin** (Native), **English** (TOEIC 860) and **Japanese** (JLPT N1)

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## iOS Engineer and More

*Bring better and colorful life to the world through engineering*

Starting with frontend and backend development since student-era. For career, having experience in app developing, member mentoring, team enhancement and problem solving for more than 7 years since 2012.

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## Key Software Skills

- **Swift, Objective-C** since 2012.
  - iOS app development and tests
- **Kotlin, Java**
  - Android app development and tests
- **Architecture and User Experience**
  - Designing architecture and user experience that fits services.
- **REST/RESTful API**, have knowledge of collaborating and designing with teams.
- **Travis CI, CircleCI, Fastlane** and **Deploygate**.

## Other Skills

- **JavaScript, CSS, HTML**
- **PHP** (Codeigniter), **Python** (Tools), **Ruby** (Rails), **C#** (.NET Web Form), **MySQL**
- **Photoshop, Illustrator, Sketch**.
  - Making UI's wireframes and mocks, user experience evaluation.
- Familiar with the steps from planing products, implementing to releasing with cross-functional team.
- Evaluating external tools or services and introducing them to the teams.
- Mentoring new members of the teams.
- Scrum/agile-like teams.

## Personal Projects / Achievement

- Japan Working Holiday Visa Application Result Check in 1 Sec
  - <http://jpwh.kumaya.co/> (Not maintaining now)
  - Angular 1.x
- Personal branding, SEO on resume site and blog
- Git Workshop - Organizer and speaker

## Professional Experience

Origami Inc., Tokyo, Japan  
**Engineer** (October 2019 - February 2020)

*Responsible for* - **Origami** (iOS app, feature developing and maintenance), **SDK for TOYOTA TS CUBIC**  
**Origami Pay** (iOS SDK, developing and maintenance)

- Mainly in iOS app and SDK development and maintenance - Swift, Objective-C

BASE Inc., seconded to PAY Inc., Tokyo, Japan  
**Engineer** (April 2017 - October 2019)

*Responsible for* - **PAY ID** (Main, iOS app, QR code payment service), **EC app** (iOS app, able to start an EC shop in the app. Project closed), **PAY.JP iOS SDK** (iOS SDK, to let developers able to use the online payment service PAY.JP in their apps)

- Mainly in main service's iOS app and SDK development and maintenance - Swift, RxSwift
- Architecture Enhancement - Embedded framework
- Workflow automation - Travis CI, CircleCI, Fastlane, DeployGate
- Fetch and analyze app reports automatically - Python, CircleCI
- UI/UX wireframe, enhancement and design proposals - Sketch, Illustrator, Zeplin
- Team size - 4~6 members (1~2 iOS members) - GitHub Projects, Asana

Gamania Digital Entertainment, Taipei, Taiwan  
**Contract iOS Engineer** (Jan 2016 - Nov 2016)

*Responsible for* - **All people** (iOS app for a quiz-like TV program, realtime interaction), **Coture** (iOS app for live video and chatting app), **EC Platform** (iOS app for shopping agent platform, not public yet)

- Mainly in new services' iOS app development - Objective-C, Swift
- Lead the researching and implementing streaming and chatting functionality
- Introduced GitHub Flow, Kanban and Scrum to the team
- Mentored new team members, improved the performance of the team members
- Organized 4-week Git workshop for the team, with over 10 members participated
- Team size - 4~6 members (1~2 iOS members) - Team Foundation Server

Spring House Entertainment Technology Inc., Taipei, Taiwan  
**iOS Engineer** (Aug 2014 - Aug 2015)

*Responsible for* - **Kollect Life** (iOS app, reading social platform, project closed), **Kollect Point** (iOS app, coupon exchange platform, project closed)

- Mainly in new services' iOS app development - Objective-C, Swift
- Refactoring existing iOS projects
- Introduced Git (svn while joined), Git Flow, GitHub Flow to the team
- Main member of new project startup using lean method and business planning
- Organized an iOS team with group of 3 engineers
- Evaluated external services such as API host services and OCR services
- UI/UX wireframe, enhancement and design proposals - Illustrator
- Scrum team - 4~9 members (1~4 iOS members) - Redmine

Efwuhn Inc., Taipei, Taiwan  
**Mobile Software Engineer** (Aug 2013 - Jun 2014)

*Responsible for* - **TallyUp** (iOS app to help people that are shopping in Costco, service stopped)

- Mainly in experiment project's iOS app development - Objective-C
- Frontend - Angular 1.x
- Backend (cloud function, API development on Parse) - Node.js, Express.js
- Evaluated multiple MBaaSs
- UI wireframe and design, UX enhancement proposal.
- Scrum team - 2~3 members (2 iOS members)

Ans Global Corporation, Taipei, Taiwan  
**Chief Development Officer of iOS** (Feb. 2013 - Jul. 2013)

*Responsible for* - **PASSbank** (iOS app. Shop owners are able to manage its members' points thru the app, service stopped)

- iOS app development - Objective-C
- Dashboard, API development, push notification - LAMP
- Web development - jQuery, CSS/LESS
- UI wireframe and design - Hand drawing, Photoshop, Illustrator
- Introduced Git, GitHub Flow to the team.
- Team size - 2~3 members (1 iOS member)

## Education

**National Changhua University of Education**, Changhua, Taiwan  
Bachelor of Business Administration, 2011  
Department of Information Management