

JOSEPH C. CHIANG

SOFTWARE ENGINEER

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Experience

Microsoft

Full-Stack Software Engineer, Vetting Service, CSEO

May 2019 - Present
(Redmond, WA)

- The team focus on web services to detect and prevent corruption or fraud business entities.
- Developed Azure-based infrastructure for audit trail within team's web services, providing information and acknowledging business input for non-tech users.

Amazon

Software Development Engineer, Topline Forecasting

Jul. 2016 - May 2019
(Seattle, WA)

- The team focus on predicting Amazon's global retail performances within the next 5 years from current date, providing a guidance to finance teams, membership teams, and buying/orders teams.
- Worked on automating Prime Membership Forecast. Implemented a fully automated, server-less solution with AWS Batch, S3, Athena, CloudFormation, Docker and other services to run 9 countries and 48 forecast dates per country in parallel on daily basis.
- Implemented Business Intelligence Portal with python/Django and used AWS Aurora with DAO pattern to provide forecast results on website, provide easier access to non-tech employees in the company.

Universal Creative (Universal Orlando Resort)

Software Engineer (Co-op)

Jan. 2016 - May 2016
(Orlando, FL)

- Developed VR simulation for future amusement park rides by Unity and C#.
- Designed and developed SOW Document Generator for internal usage by Python and Qt.
- Worked in 4 other different projects, including Arduino, News extractor, and Solidworks plugin.

Loot Interactive

Software Engineer Intern

May 2015 - Aug. 2015
(Culver City, CA)

- Worked on Electronic Super Joy for Xbox as project initializer, for PS4 as system programmer.
- Implemented achievement, leaderboard save/load, cross platform systems on Xbox One and PS4.
- Optimized gameplay functionality and shaders, ensured FPS is higher than 60 and runnable on PSV.

Education

Carnegie Mellon University (CMU)

Master of Computer Science (Entertainment Technology) (GPA: 3.75)

Aug. 2014 - May 2016
(Pittsburgh, PA)

National Taiwan University (NTU)

Bachelor of Computer Science (GPA: 3.66)

Sep. 2009 - Jan. 2013
(Taipei, Taiwan)

Academic Project

Emotionshop

Game Developer, CMU ETC

Aug. 2015 - Dec. 2015

- Developed games that evoke player emotions based on game mechanism and design.
- Conceptualized innovative ideas in gameplay to evoke certain emotion from player in weekly rotations.
- Implemented one game every week individually with no constraint in platforms.

MoleCap

Gameplay Programmer / Producer, CMU ETC

Jan. 2015 - May 2015

- Integrated Organic Motion Marker-less Motion Capture system with wireless Oculus Rift and Gear VR.
- Managed project's progression, client meetings and distribution of weekly tasks.
- Worked under Scrum framework (one-week sprints) and Unity Assets Server (version control)
- Developed a rhythm game with Motion Capture based on Unity. Implemented gameplay system.

Building Virtual Worlds

Programmer / Game Designer, CMU ETC

Aug. 2014 - Dec. 2014

- Developed 5 different games with randomly assigned teams in 1-3 week rotations.
- Used Unity3D and C# to build games on Kinect, Oculus, Leap Motion, and Makey Makey.

Personal Project

Critical Angle / Totem Dash / Flashblack

Game Designer / Software Engineer / 2D Artist

Jan. 2015, 2017, 2018

- Implemented cross-platform PC games by Unity and C# within 48 hours and under theming restriction for Global Game Jam 2015, 2017, and 2018.

Skills

C#
Azure
Python/Python3
AWS
Java
R
Docker
Unix Shell
C/C++
JavaScript
HTML5/CSS
SQL
Django

Software

Git
PyCharm
Visual Studio
Eclipse
Photoshop
Perforce
SourceTree

Relevant

Coursework (Amazon MLU)

Intro to Data Science
Regression Models

(CMU)

Web Development
Building Virtual Worlds
Computer Graphics

(NTU)

Artificial Intelligence
Virtual Reality
Digital Visual Effects
Data Structure
Algorithm
Database System
Computer Structure
System Programming
Game Theory
Digital Image Processing

