



WANG CHAO HSIEN

JOHNSON / Partner Engineer, Platforms

Ten months with AR Studio, got lots to share, and more to explore.

I'd love to make more contribution for the Facebook AR community. And I wish to be part of the team to shape the future.

CONTACT

Phone at JAPAN
+813-3202-2518

Email
jw@cyberdyne.co.jp

Test reel
www.hard.co.jp/gp/projectjw

SKILL

React Native

IOS (ObjC)

Android (Java)

Web

Desktop (C#)

NodeJS

.NET

PM / Gantt + UML...

Design / Sketch + Photoshop...

MY EDUCATION

Tamkang University, BS BAA.
Management Information System
2000-2003

TALKS & COMPETITIONS

App Product Design & Marketing @CJCU
Mobile Commerce Solution@StartupTalk
UI Design of FamilyMart App @EZPrice
Software Engineering @NPTU @KHDC
OOD Interface Series @KHDC
StartupWeekend 2017 contest 3rd place



ABOUT ME

Having experience on both making and selling, I'm able to coordinate well between business and technologies, which leads me and 30 of my team members became the first choice of our biggest customer Fubon Bank, Shin Kong Security, and FETNet ISP in 2016. After releasing live surveillance map, I learned the limitation of 2D. So I joined SPEED 3D AR team to start my AR journey.



WORK EXPERIENCE

SPEED 3D / AR Studio / Developer.	2017 - 18
ThinkPower / Director of Mobile Dept.	2016 - 17
Printii.com / iPad POS / Startup	2010 - 14
ACTi Corp / Video Surveillance / AP Team Leader	2008 - 10
Algolware Co., LTD. / Video Surveillance / PM	2006 - 08



INDICATIVE ACHIEVEMENTS

AR Studio Animation Library

- A simple way organizing timing of multiple animations.
- DAE Animation Converter.
- Spent 10k on a camera effect.

EZTable App

- It's a Famous Table Ordering App at Taiwan
- Rebuild and enhance native app to React Native.

FETNet Health+ App

- Integrated 14 hardware, such as blood pressure device.
- Lead a fresh team with no mobile development experience,
- Rebuild and enhance native app with Xamarin in 4 months.

Experience of creating graphical editors

- Blueprint, Digital Board, Surveillance Map Editor.
- 2D engine to handle layers, graphic, drawing and media.
- Built cross platform rendering solution on Xamarin.