Ian Chiao

Seattle WA · chiaogu@gmail.com · github.com/chiaogu · linkedin.com/in/chiaogu

7 years of software experience developing web, mobile, and desktop applications for various industries. Solid knowledge of web development and continuously adopt new technologies. Focus on developer experience as well as user experience. Passionate about building things that people enjoy or make their life easier.

Experience

Senior Software Engineer · PayPal · Nov 2020 - Present

Lead Frontend Engineer · Positive Grid · Oct 2017 - Sep 2020

· Developed graphic intensive and highly interactive UI for music software using React, Canvas, and modern web technologies.
· Optimized rendering performance, reduced startup time by 10 seconds, and decreased CPU consumption by 30%.
· Implemented landing pages and improved accessibility and SEO ranking for an eCommerce site with 40k+ daily unique visitors.
· Revamped checkout process from scratch, responsible for requirements gathering, technical planning, and implementation.
· Migrated legacy code from AngularJS to React and refined state management to Redux pattern using Hooks and Context API.
· Applied test-driven development using Jest and modularized code to improve debuggability and testability.
· Eliminated time-waste by automating repetitive work and integrated into CI/CD pipeline.
· Optimized data tracking and provided technical feedback during discussions to maximize design possibilities.
· Responsible for frontend interviews, onboarding, and PR reviews; constantly refined the process.
· Arranged weekly sharing meetings, workshops, and study groups; helped team members learn and inspire each other.
· Gave tech talks on topics such as Arduino, Game Dev, Web Audio, and E2E testing.

Frontend Engineer · 8 Interactive · Nov 2016 - Sep 2017

· Implemented webhook handler to process messages from external services using Serverless framework and AWS Lambda.
· Architected the web app for a messaging platform; implemented features ranging from chat room to data visualization using Angular, RxJS, MQTT, Express, and Handlebars.

Android Engineer · Herxun · Jul 2014 - Nov 2016

· Designed and developed Android SDK for an IoT management service; maintained tutorials, documents, and example apps.
· Developed various types of Android apps such as social feed, messaging, camera filter, calendar, and location-based service; push UX and graphics to the limit without sacrificing the performance.

Android Engineer · Union Technology · Sep 2013 - Jan 2014

Personal Projects

Stolen Sword · Github · Sep 2020

A one finger action platform game for js13k 2020.

Planetfall · Github · Sep 2018

A 10kb planetary exploration game designed and developed in one month using vanilla javascript, Canvas API, and Rollup.

Mute Spotify Ads · Github · Feb 2020

A Spotify player that automatically mute ads, messing around with Spotify Web API, Next.js, and Electron.

Awards

1st place in Mobile category · Js13kGames · Sep 2018

2nd place in Mobile category · Js13kGames · Sep 2020

Education

B.S. in Computer Science · Fu Jen Catholic University · 2014

Skills

JavaScript · HTML · CSS · Node.js · Java · Android
React · Angular · Redux · RxJS · Emotion · Sass
Git · Webpack · Jest · Puppeteer · Storybook