

Yu-Huai (Dax), Chen

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Education

University of Wisconsin – Madison Madison, WI
Master of Science in Computer Science Sept. 2018–May 2020

- GPA: 4.0/4.0
- Courses: Directed Study in Data Visualization, Operating Systems, Computer Graphics, Computer Networks, Programming Languages and Compilers, and Data Structures.

National Taiwan University (NTU) Taipei, Taiwan
Bachelor of Science in Chemical Engineering Sept. 2011–Jan. 2016

- CS related courses: Networking and Multimedia Lab, Software Engineering, Data Structure, Programming.

Honors and Awards

- **Plug and Play – Silicon Valley** Sunnyvale, CA, USA
Startup Accelerator Apr.–June 2016
- **1st Prize** Taipei, Taiwan
TMU Innovation and Entrepreneurship Competition May–June 2016
- **12th Batch in AppWorks** Taipei, Taiwan
Startup Accelerator Jan.–June 2016
- **Winner of Silicon Valley Long-Stay Program** San Jose, CA, USA
*Taiwan Innovation and Entrepreneurship Center (TIEC),
Ministry of Science and Technology* Jan.–Mar. 2016
- **NTU Garage** Taipei, Taiwan
Startup Incubator 2015–2016
- **2 Enterprise Awards (Accupass & ALPHAcamp)** Taipei, Taiwan
NTU Hackathon 2015 July 2015
- **Winner of 500k TWD Grant (~16.5k USD)** Taipei, Taiwan
NTU Diamond Seed Fund May 2015

Professional Experience

Phoenix Technologies Taipei, Taiwan
Front-end Engineer (part-time, remote) June 2018–Present

Project: [Distributed blockchain game base real-life sports events](#)

- Developed a decentralized Ethereum DAPP using Vue, Ethereum Smart Contract and Web3.js.

Project: [CoinIsland – Cryptocurrency exchange portal for more than 1000 pairs](#)

- Designed and developed the front-end web app using Vue, PWA with offline support, and integrated more than 20 Exchange APIs.
- Built real-time trading tables with thousands of coin pairs. Implemented Cookie-based authentication, internationalization (Vue-I18n), and real-time price tickers.

Installments Inc. Taipei, Taiwan
Lead Front-end Engineer May 2017–July 2018

Project: [INSTO – recurring and installment payments platform](#)

- Developed and maintained the new company website and user-facing dashboard using Vue, Node.js, NGINX, and payment APIs. Crafted vibrant animations with GSAP.
- Enhanced loading performance by more than 30% by refactoring legacy codebase and adding Webpack. Enhanced websites to Progressive Web Apps (PWA) with offline support.
- Introduced Continuous Integration/Continuous Delivery (CI/CD) into existing workflow. Highly increased deployment efficiency.

Project: [INSTO Store – installment payment e-commerce platform](#)

- Developed a full-stack e-commerce platform using Nuxt.js. Integrated own payment gateway.

Ministry of Justice

Software Engineer / Substitute Military Service (Compulsory)

Taipei, Taiwan
July 2016–July 2017

Project: Case management and document automation system

- Developed new systems to automate legal document creation and analysis process using VBA, Sheet.js, Vue, Chart.js and Firebase, which enhanced document processing efficiency by more than 500%.

Clipo Inc. (Startup)

Co-founder & CTO

Sunnyvale, CA, USA & Taipei, Taiwan
June 2015–Aug. 2017

Project: Clipo – real-time knowledge management and sharing platform for students

- Received approximately 1.5 million Taiwan Dollars (~50K USD) of funding from Taiwan Innovation and Entrepreneurship Center (TIEC) and NTU Diamond Seed Fund. Joined Plug and Play Silicon Valley, AppWorks and NTU Garage.
- Directed product planning and development. Evaluated and implemented company systems and infrastructures, including front-end, back-end, database, DevOps, user storage, DNS, hosting, email-exchange, and account services.
- Built a real-time, cross-platform web app and a Google Chrome Extension using React, Redux, ImmutableJS, Meteor.js, WebSockets, AWS EC2+S3, and Docker containers.

Projects

NTU Library's Modern Check-in Kiosk System

Oct. 2016–Jan. 2017

- Desktop Kiosk wrapped with Electron.js; front-end built with Vue, D3.js, real-time GraphQL API; back-end built with Apollo, Node.js, Express.js, MongoDB.
- Used SVG with D3.js to provide a Google-Maps-like seat map navigation experience that supports zooming and panning interactions.

SaySE – Language exchange and tutor matching platform

Mar.–Oct. 2017

- Built a dynamic web app for tutors and students to schedule classes, with real-time registration table, automatic time zone conversion, and email notifications.
- By using Serverless Architecture, infrastructure cost dropped to 0, with infinitely scalable API.

Taipei Medical University's Drug-Herb Interaction Query Website

June–Nov. 2017

- Used DriveCMS, Firebase, and Vue to build a user-friendly content management system (CMS) for non-technical maintainers to update the database.

Cat Fighter – HTML5 Top-down shooting Game

Feb.–Mar. 2017

- Independently built a 2D, top-down shooter game using Phaser.js, PIXI.js game engine, Box2D physics engine, Google Font API, and open game assets.

ddMusic – Connect all your devices and party music together

June–July. 2016

- Using YouTube API, Socket.io and PubNub, multiple users can create or join rooms to synchronize music playback, search for videos, and update playlists.

Skills

Languages: Java, C++, JavaScript/Node.js/ES6+, CSS/SASS, HTML, MATLAB, Python, VBA, LaTeX.

Frameworks: A-Frame, Vue, React/Redux, Webpack, Web3 (MetaMask), Serverless, Meteor, Express, Phaser, Firebase, PWA, D3, Electron.

Tools: AWS, Git, CI/CD, Docker, MongoDB, NGINX, Cordova, Vim.

IoT: Arduino, Raspberry Pi, ESP8266, various motors/sensors.