

Kenny Chuang

U.S. citizen, currently located in Seattle, WA

Seeking for Android Developer position

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WORK EXPERIENCE

Sr. Android Software Engineer, [ASUS](#), Taiwan Sep 2016 - Aug 2023

Kotlin/Java/SQLite/Git/JSON

- Lead developer of features from the world top-notch gaming phone (ROG phone)
 - **AirTriggers/KeyMapping** - Developed iconic feature of ROG phone series which transformed hardware events from grip sensor, gamepad, keyboard and mouse to touch gestures or more functions to upgrade game playing experience, also improved user profile parsing time by 75%.
 - **VibrationMapping** - Saved vibration positions on the screen mapped by users to JSON and performed the vibration effects when playing games. The key feature of the latest ROG phone.
- Function developer of native apps from ROG phone and Zenfone
 - **ScreenRecorder** - Extracted game playing highlights from recorded videos via certain events detected by AI. The flagship feature of the latest ROG phone.
 - **Gallery** - Applied Glide to improve album launching and pictures swiping time by 60% in camera app.
 - **StitchImage** - Maintained and upgraded an app which captured scrollable screenshots and concatenated into one image.
- Collaborated and supervised with cross-functional teams like hardware, firmware, Framework and BSP teams

Co-Founder/iOS Software Engineer, Giumi (Startup), Taiwan Mar 2016 - Aug 2016

Objective-C/SQL

- Developed an app which created a mutually beneficial platform for users to share membership cards with each other, also showed cooperated merchants nearby through Google Map. Had 1000+ downloads.

iOS Software Engineer, Soaring FunApps, Taiwan Oct 2015 - Jan 2016

Objective-C/JavaScript/HTML/CSS/SQL/Node.js

- Developed an app using bluetooth to monitor cooking schedules and show the progress.
- Developed an app for golf players to record scores and compare them with each other.

EDUCATION

Master, [Computer Science & Information Engineering, National Taiwan University](#) 2013 - 2015

Objective-C/MATLAB/Python

Bachelor, [Computer Science & Information Engineering, National Central University](#) 2009 - 2013

C++/C#/Unity

PROJECTS

Online Tic-Tac-Toe - Developed Tic-Tac-Toe game for online users to battle using firebase realtime storage as backend, including search for game nearby by Geolocation.

Real-time Weather App - Searched and pulled data from OpenWeatherMap using RESTful API with MVVM to show current weather conditions in cities users typed in.

Melody Generator - Developed a composing system to generate melodies according to the input lyrics.

Beat Evaluator - Developed an app to instantly evaluate the beat accuracy of piano playing.

Virtual Instruments Band - Combined Wii infrared ray and skeleton detection with MIDI to create virtual instruments like piano, drums, guitar, etc, also formed a band to perform at musical concerts.