First Name Last Name
(Travis Chang)

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Objective:

Look for the positions of Objective - c / Swift / Ruby on Rails developer job

Education:

xxxxx University   xxxx City, Taiwan
Bachelor of Engineering in xxxx Engineering   Sep 20xx to Jul 20xx

Skills:

Platforms : iOS, Mac OSX, Linux(Ubuntu), UEFI BIOS, Embedded Linux, Windows

Language   : Objective-c, Swift, Ruby, PHP, JavaScript, CSS, HTML, C, C#
Database   : MySQL, PostgreSQL, SQLite, Mongo, Redis
Framework : Ruby on Rails, jQuery, Bootstrap, ASP.net, WordPress, ReactJs
Tools   : Apache, Git, Svn

Work Experience:

Company A   Taipei City, Taiwan
Objective - c / Ruby on Rails full stack engineer   Mar 20xx to Jun 20xx

   Company A is a retail store for selling digital music instruments with a shopping website, which is also offering event ticket and course service to teaching people how to produce music in both onsite and online. My role in this company was designing the website architecture and handling entire system, both back-end and front-end, by using ruby on rails. I had also built a point-for-sale (POS) system to manage orders and print receipts from the website with objective-c, which was a desktop application and had been installed in Mac OSX.

Achievements:
• Built an online shopping store website which features include shopping cart, discount systems, order creation, payments, and backstage management with customer barcode generator (by using gem Barby and ImageMagick).
• Built an online ticket system for selling event's tickets and online courses.
• Made the website to support multiple payment types included credit card, remit, Paypal and pay in convenient stores.
• Built and designed a Mac OSX desktop POS system application , which connect with invoice print machine and order management of the website for in store purchases.
• …(略，你可以補充更多)

Company B   Taipei City, Taiwan
Software engineer   Dec 20xx to Mar 20xx

   Company B is a software vendor company …(略，你可以補充更多)

Achievements:

• Support OEM companies to porting UEFI BIOS software for building lap taps.
• …(略，你可以補充更多)
• …(略，你可以補充更多)

Company C   New Taipei City, Taiwan
Software engineer   Jun 20xx to Jun 20xx

   Company C is an OEM company which was offering customer customizing solution for both IA64 or ARM devices. My role was involved firmware porting, factory quality test application, Linux driver development, and Lnux daemon application development.

Achievements:
• Porting u-boot with both Linux and Android operating system to TI am335x ARM base custom board, and develop custom drivers which include power management driver(GPIO), i2c RTC, CAN bus with sample code for customer. Also used shell script developed test application for factories quality test.
• …(略，你可以補充更多)
• …(略，你可以補充更多)

Portfolio:

Web Application:

Name: Company A website

Website: https://progressbar.tw

Framework: Ruby on Rails / Bootstrap / jQuery

Description: …(略，你可以補充更多)

Name: Sub project A Website

Website: https://progressbar.tw/courses/3

Github: https://github.com/progressbartw

Framework: Ruby on Rails / Bootstrap / jQuery

Description: …(略，你可以補充更多)

iOS Application:

Name: Sub project A iOS APP   published in app Store

iTunes website: https://itunes.apple.com/tw/app/

Github: …(略，你可以補充更多)

Language: Objective - c

Description: This is a metronome app for drummer. I built this application for teaching drumming purpose. The technologies I had used including Apple Logic Pro for voice assets, and Adobe Illustrate for UI Image assets.