

Vincent Kuo

Software Engineer

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Summary

Software engineer with 3 years of industry experience building backends in Go for streaming and content management systems. At LiTV, a leading Taiwanese streaming platform, built the server application for the company's new streaming platform ofiii.com and shipped the company's first real-time video ad system for a national New Year's Eve live broadcast, while also cutting daily content processing time by 66%. Holds a Master of Information Technology from Monash University in Melbourne and is now looking to bring that engineering experience to a team in Australia.

Education

Monash University, Master of Information Technology 2024 - 2026

National Taipei University of Business, Bachelor of Information Management 2016 - 2020

Professional Experience

Software Engineer, LiTV - Taipei, Taiwan Aug 2021 - Aug 2023

- Developed the server application for new consumer streaming brand ofiii.com as the primary developer, implementing 80%+ of the codebase in Go and delivering a production launch on a tight deadline.
- Overhauled the content management system to remove processing bottlenecks, reducing daily content processing time by 66% and increasing operational throughput.
- Delivered the company's first server-side dynamic video ads for a national New Year's Eve live broadcast, enabling real-time, per-viewer ad delivery using HLS with ad-break signaling on AWS Elemental MediaLive.
- Revamped the personally identifiable information (PII) service to simplify ownership, improving long-term maintainability and enabling safer iteration.

Software Engineer, Paradise Soft - Taipei, Taiwan Aug 2020 - July 2021

- Built the financial reporting feature for a game token trading platform, automating daily brand, agent, and member-balance reports with Excel export and historical recalculation, eliminating manual workload for the operations team.
- Strengthened back-office system security by introducing two-factor authentication (OTP) for admin accounts, protecting operations that handle customer funds.
- Sped up daily financial report generation by parallelizing data aggregation and restructuring database queries.
- Delivered 50+ APIs covering orders, member levels, account suspension, and payment review as part of the backend engineering team.

Software Engineer Intern, Paradise Soft - Taipei, Taiwan Oct 2019 - July 2020

- Implemented order notification and trading rule features based on senior engineers' designs, and shipped them to production.
- Added unit tests for legacy modules using Go's standard testing library, ensuring stability and reducing regression risk during updates.

Skills

Programming Languages: Go, Java; Databases: MySQL, MongoDB, PostgreSQL, Redis; Tools: Git, Docker; CI/CD: Jenkins, GitHub Actions; Cloud: AWS, GCP; Protocols: REST API, gRPC, JSON-RPC; Concepts: OOP, Agile Development, Unit Testing, Requirements Analysis; OS: Linux