

Po-Hsu Chen

Full-Stack & AI Engineer (UX)

pohsuchenwork@gmail.com · 0490 421 970 · Melbourne, Australia · pohsufullstack.vercel.app · linkedin.com/in/pohsuchenwork

PROFILE

I build AI-powered full-stack applications, from the models and APIs through to the interfaces people use.

SKILLS

Languages	Python, C, C#, C++, Java, JavaScript, TypeScript, Kotlin, Swift, Dart, Rust, Go, SQL, GraphQL, Bash, PowerShell, x86, ARM, Web Assembly (WASM), HTML, CSS, JSON, YAML, XML, KQL
Frontend	React.js, Next.js, Astro, Vite, Tailwind CSS, Three.js, WebGL, OpenGL
Desktop	Electron, Tauri, Flutter Desktop
Mobile	React Native, Expo, Flutter
Backend	Node.js, Express.js, Django, REST (API), FastAPI, WebSockets, Socket.io, Stripe
Databases	PostgreSQL, MySQL, SQLite, MongoDB, Redis, Supabase, Firebase
DevOps	Git, GitHub, Docker, Kubernetes, Linux, Virtualization, AWS, Azure, GCP, GitHub Actions, CI/CD, Vercel, Netlify, Nginx (Reverse Proxy), Terraform, Bicep
Security	OWASP, OAuth, TLS/SSL, encryption, penetration testing
Testing	Vitest, Jest, Playwright, Cypress, pytest, axe-core, Lighthouse CI
AI	LLM APIs (OpenAI, Claude, Gemini), MCP, Ollama, Retrieval Augmented Generation (RAG), vector search, agents, HuggingFace, PyTorch, TensorFlow, MediaPipe, NumPy, pandas, scikit-learn, artificial intelligence, machine learning, deep learning, computer vision, prompt engineering
UX & Design	Figma, design systems, WCAG/a11y, UI design, wireframing, prototyping, user testing, SEO
Hardware	PC building, component selection, CPU/GPU/RAM architecture, storage & I/O fundamentals, Arduino, Raspberry Pi, Microcontrollers, Microcomputers, Verilog, SystemVerilog, VHDL
Game & Simulation	Unity, Unreal Engine, Godot
Project Management	Agile, Scrum, project planning, sprint planning, backlog refinement, stakeholder communication, cross-functional collaboration
Communication	Clear cross-team communication, Comfortable with founders & engineers, Comfortable with investors & customers

PROJECTS

Vaporly

Static Landing & Download Site · July 19, 2026 · pohsuchenwork.github.io/vaporly

- Single-file, zero-dependency HTML/CSS landing page with a tokenized design system and automatic dark and light theming
- An OS-aware download hub detects the visitor's platform in vanilla JS and links the right of five GitHub-Release installers
- Inline SVG icon sprite, self-hosted variable font, and fluid responsive type, auto-deployed to GitHub Pages via a GitHub Actions workflow

Vaporly Code

Private On-Device Dictation App · July 19, 2026 · github.com/pohsuchenwork/vaporly

- Cross-platform desktop app built in Rust and Tauri v2 with a React, TypeScript, and Tailwind UI, on macOS, Windows, and Linux
- Transcribes fully on-device with a local Parakeet speech model and Silero voice-detection powering a quiet whisper mode

- Tidies speech with a local Qwen2.5 model (llama.cpp), stripping filler and fixing self-corrections; no cloud and no telemetry

Claude Code System

Deterministic Safety Scaffold for AI Agents · June 14, 2026 · github.com/pohsuchenwork/claude-system

- Drives Claude Code through 12 least-privilege commands, each with propose-then-approve plan-mode gates before any code changes
- Splits memory by rate of change across CLAUDE.md (rules), DYNAMIC.md (current state), and Git (history) to keep context lean
- Hardened against 12 stress-tested failure modes (silent edits, context rot, runaway sub-agents), each with a built-in mitigation

Sugoso Pro Signup

Zero-Dependency Waitlist Landing Page · June 12, 2026 · sugoso-pro-signup.vercel.app

- Static site with no framework, build step, bundler, or third-party JavaScript, around 40KB of HTML, CSS, and JS
- Insert-only Supabase RLS with no SELECT, plus treating 201 and 409 alike, so the signup list can't be read or enumerated
- Blocks disposable emails on both the client and a database trigger, with a honeypot field and no analytics, trackers, or cookies

Sugoso

Native macOS Menu-Bar Focus Timer · June 11, 2026 · github.com/pohsuchenwork/sugoso

- Keeps time by the wall clock, recomputing what's left from the session's end moment, so it never drifts across sleep and wake
- Runs menu-bar-only with no Dock icon, hand-drawing its glyph-and-time label into an image to bypass MenuBarExtra's forced font
- Ships with no backend or network calls; durations, toggles, and tasks live on-device in UserDefaults, open source (Apache 2.0)

+ 14 more projects at pohsufullstack.vercel.app

CERTIFICATIONS

UX Design

Google · 2025

Seven-course professional cert on user research, wireframing, prototyping in Figma, usability testing, and accessibility. Connects the technical build to the user experience it actually serves.

Project Management

Google · 2025

Six-course professional cert on Agile, Scrum, scoping, stakeholder management, and risk. Shipping full-stack means managing scope and timelines, not just writing code, and that is the other half of the job.

CS50 Introduction to Computer Science

Harvard · 2024

Harvard's flagship CS intro, taught in C and covering memory, pointers, algorithms, data structures, and web. The substrate under every framework, and knowing what is actually happening keeps you out of expensive mistakes at the higher layers.

EXPERIENCE

Operations and Growth Associate

Respirabuilt · Sep 2025 – Apr 2026

- Delivered full-stack tools from scratch: a 3D product configurator, a pricing calculator, and a website image generator
- Standardised workflows using Notion, Figma, and AI tooling; improved cross-team collaboration and handoff
- Built and launched client-facing landing pages; iterated quickly based on stakeholder feedback

- Collaborated directly with non-technical stakeholders to scope, build, and ship features end to end

Founder

Startmate · Mar 2026 – May 2026

- Built and iterated on a product end to end, working within a structured startup program with feedback loops and defined milestones
- Collaborated with program mentors and peers, applying Agile thinking to prioritise scope and ship iteratively
- Engaged directly with founders and investors; developed strong cross-functional communication skills