



魏畅然

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工作经历

高级前端开发工程师, 中国电建集团华东勘测设计研究院 - 杭州 - 2015至今

带领前端团队将项目技术栈迁移至了 React + Sass + Babel + Webpack + Eslint, 并应用于实际生产中。

- ▶ 协调并参与华东勘测设计研究院内部所有的前端项目, 包括内部的工程图设计、校核、审批一体化系统及外部的工程全生命周期管理系统
- ▶ 内部重要组件的核心开发, 如可编辑多功能图表, 并将 material-design 引入工业项目中, 提升了整体项目的美观程度与用户体验
- ▶ 为初级工程师编写 `ecidi-front-end-boilerplate`, 指导其入门 React 及相关工具链
- ▶ 直接与用户沟通, 获取反馈并将其转化为可开发的项目节点与里程碑
- ▶ 使用 GIT 作为代码版本控制工具, 使用 Gitlab issues 管理项目进度及追踪问题

软件工程师, EDUCATION PERFECT - 新西兰 - 2014 - 2015

使用 C#, TypeScript, AngularJS 参与 EDUCATION PERFECT 桌面端、iPad 以及 Android 端 hybrid 应用开发。

- ▶ 与其他五位工程师一起使用纯 web 技术重构了原来的基于 Flash AS3.0 的项目
- ▶ 项目核心业务模块 (Angular Modules) 开发: 在线用户、考试结果、作业分析等
- ▶ 项目核心 UI 组件 (Angular Directives) 开发: 搜索框、帮助对话框、计分板等
- ▶ 代表开发团队参与用户反馈, 收集后将其提炼成为可开发的项目需求
- ▶ 使用 TortoiseHg 作为代码版本控制工具, 使用 Trello 作为项目进度及需求管理工具

教育经历

奥塔哥大学, 新西兰 - 信息科学, 2012 - 2015

- ▶ 平均分: 85 / 100
- ▶ 专业前 5%

新加坡国立大学, 新加坡 - 信息系统, 2013

- ▶ 以专业第一的身份由奥塔哥大学出资前往新加坡国立大学交换

西安交通大学, 西安 - 电气工程, 2008 - 2012

- ▶ 15岁从郑州外国语学校考入西安交通大学少年班

技能

软件工程	数据分析	产品设计	项目管理
HTML, CSS, JavaScript, React, AngularJS	R, Python, Excel	ERD, UML, Axure, Mindjet, Visio	Scrum, Agile

推荐人

- ▶ Dr. Shane Smith - 首席信息官 & 合伙人 - EDUCATION PERFECT
- ▶ Dr. TAN, Gek Woo - 教授 - 计算机学院，新加坡国立大学



EducationPerfect

Letter of recommendation: Allen Wei

21/12/2015

To whom it may concern,

Allen Wei worked with us at Education Perfect both as an intern and as a junior developer over a 9 month period. Allen is hands-down the most motivated, pro-active, and enthusiastic young developer that I have come across. He impressed us at all times with his eagerness to learn and grow his software development skills. In addition, his great work ethic and his focus on delivering value to the business ensured that he was a valued and respected member of our development team. Over the 9 months he worked with us, Allen rapidly grew his HTML, CSS and Javascript (Typescript) skill base to be proficient working independently on projects in the team. I have complete confidence that given further experience and time, Allen will grow into a world class software developer and will provide huge amounts of value to the teams he works with. We were sorry to see him have to leave due to circumstances outside of both of our controls.

I would be very happy to discuss our experience working with Allen with any prospective employers and to recommend his services. Please contact me at shane@educationperfect.com.

Regards,

Shane Smith
CIO, Education Perfect

Date: 10-Jul-14

To Whom It May Concern:

Wei Changran was a student in my Software Team Dynamics module (IS2104) from Aug – Nov 2013. In this module, students learn about different types of software teams, the challenges of working in such teams and how to work and manage such teams effectively. Students learn these concepts through lectures and in-class activities, and apply them in project where they have to work as a team.

I had a large class of eighty-two students in total, which made it very difficult to conduct in-class activities and debriefing effectively. Hence, I separated the module into two sections with forty odd students in each section.

Being a team dynamics class, students learn not only to work within their own team but also with other teams. In the software industry (and many other industries), small teams are often part of larger teams that together produce a complex product. In order to simulate this experience, I formed teams of 5 to 6 students. I then formed subsidiaries comprising three teams from section 1 and three teams from section 2. In addition to team leaders, the students also nominated one subsidiary leader from each section. Each subsidiary leader therefore represented and managed the three teams in their section. Being from different sections, the subsidiary and team leaders would have to communicate outside lecture hours. There were 3 subsidiaries and a total of 18 teams.

The group project was designed to take advantage of this set-up. The collaborative learning platform, Teamie (www.theteamie.com), was adopted for communication within this module. The project is thus as follows: Each subsidiary was tasked to enhance the Teamie platform. Teams could suggest ways to improve the existing functions/user interface of Teamie, or propose new functions/components that enhanced Teamie. Teams under the same subsidiary should co-work together so that the final output of the subsidiary is a coherent and integrated product. This meant that different teams within the same subsidiary should look into different components; there should be no overlaps. The deliverables thus include a coherent and comprehensive "improved" Teamie, a 6-month timeline showing the integrated development schedule of the 6 teams, and the overall budget for the project.

Changran was the Section 1 subsidiary leader of the subsidiary named Mario and the leader of the team PrincessPeach. Mario exhibited great coordination from the team names to the presentation format and final product. This required a lot of communication between Changran and the subsidiary leader from Section 2. Changran was the spokesperson for Mario during subsidiary presentations and also the main presenter for his team Princess Peach.

From the subsidiary's Teamie whiteboard (similar to Facebook wall), I observed that Changran was a key motivating force behind Mario. Under his urging, the teams quickly settled on adopting Mario as a theme and named their various teams after the characters

in Nintendo's Mario. He and the other subsidiary leader also had frequent meetings and sometimes with the other team leaders to set the direction for the subsidiary.

On person, Changran is very cheerful and friendly with a very positive attitude. We took punctuality attendance and Changran encouraged his teammates to be early for lecture throughout the entire semester. He has a good relationship with his teammates and this is reflected in the individual reflections by his teammates.

Given his excellent qualities, I strongly recommend Changran, and I have high expectations that he will do very well in his future endeavors.

Yours sincerely,



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