

## Long Huang:

- Email: [hliislichking@gmail.com](mailto:hliislichking@gmail.com)
- Phone: [0273918293](tel:0273918293)

## Summary

---

- Expertise in React, Redux, Angular. Highly knowledgeable on scalable and reusable UI/UX and WebApp architecture.
- Solid understanding of Statefull/Stateless UI component design, and React/Angular rendering theory;
- Expertise in browser performance best practices. Passionate on bringing best technologies into UX enhancement;
- Skilled in Node.js, Express, ES6, Async Generator, Event-loop;
- Skilled in JavaScript integration as Grunt/Gulp, Webpack;
- Skilled in Java/J2EE, AWS, Restful. Integration tools such as Jenkins, TeamCity, Docker;
- Experience working in a flexible Agile environment. Familiar with Scrum, Kanban, JIRA, TDD and pair programming;

## Expertise

---

### • Front End

- Vanilla JavaScript, ES6, HTML5, Web Component
- React, Redux, React-Router, AngularJS
- Karma, Mocha, Sinon, Storybook
- CSS3, Bootstrap, SASS, Responsive, UX
- Rx, Bacon.js, Ramda.js
- D3, SVG, Canvas, Web Gaming
- Mobile Web, Hybrid App

### • Dev

- Grunt, Gulp, Webpack, NPM
- Git, SVN, Jenkins, TeamCity
- UI Testing, BDD

### • Back End

- Node.js, Express, RESTful
- AWS EC2, S3, Lambda, API Gateway (Certified Associate Developer)

- Java/J2EE, Spring MVC, Apache
- MongoDB, DynamoDB, SQL, Hibernate
- ASP.NET, C#

## Experiences

---

- **Web Application Developer (NZ)**

**Tourism Holdings Limited: from 2016-03 to Present**

- Responsible for development and delivery to production of React & Redux high performance features and great user experience;
- Responsible for front-end architecture: Routers struct design, Redux middleware, Dev Environment API mocking.
- Contributed high performance UI components to the UI library, such as infinite slider with brilliant UX in mobile;
- Responsible for production performance. Contributed significant web page optimisation;
- Participating in Front-end micro service architecture based on Tailor web server;
- Responsible for developing Node.js RESTful/Sockets API as a middleware system to call web services.;

- **Sr Front-end Developer (NZ)**

**Vodafone New Zealand : from 2015-11 to 2016-03**

- Worked in Vodafone digital department, practicing Pair-programming, BDD, and TDD in a high flexible Scrum team.
- Worked on an Enterprise level SPA with a major development role. Responsible for front-end development of MyVodafone web app;
- Utilised reactive and functional programming in JavaScript.
- Built tools and contributed Front-end tutorial documents within the team for front-end integration improvements;

- **Senior Front-end Developer (China)**

**Alibaba Group : from 2011-7 to 2015-9**

- Worked in several leading departments of forefront area such as E-Commerce, CMS, Workflow, WebApp, Mobile. I had a core front end development role in the agile process.
- Experienced working on a Front-end components solution, integrating cutting edge framework and architecture to suit the projects needs
- Took part in the "All in mobile internet" of Alibaba's mobile evolution. I had a major role in innovative projects to bring contribute new ideas, such as WebGame, Virtual Reality, and High

Secured WebApp.

- **Java Full Stack Engineer (China)**

Longtop Group : from 2009-9 to 2011-7

- Responsible for full-stack development of the financial banking system. Using Struts, Spring, and HBase DB to build the server side system;
- Contributed to a Server-side UI library to make others Java development, using Extjs components, easier;
- Coached teammates to archive complex Front-end interactions, especially in Extjs component extensions;

- **Java Web Developer (Japan)**

Japan MCS : from 2006-11 to 2009-8

- Responsible for Java development and testing in J2EE projects of Japan's financial industry, using Struts, Spring, Hibernate, Oracle DB.
- Handled back-end work and UI work.
- Participated in ASP.NET project and built a dynamic web app.

## Education

---

- China Hebei University of Technology from 2002 to 2006
  - Bachelor's degree of Science in Information and Computing Sciences.

## Achievements

---

- **THL COSMOS**

- A innovative new ecosystem for vehicle renting management, develop from scratch design to the early Demo;
- Delivering great UX features with React & Redux & ES6 & Webpack.
- Participating in front-end micro service architecture based on 'Tailor' backend framework;
- Responsible for dynamic routers architecture design for the WebApp;
- Contributing on common UX component library building;

- **THL Booking Component (React+Redux Britz Booking)**

- THL CamperVan booking system, An enterprise level SPA with React & Redux and ES6.
- Contributed an infinite scroll component on mobile, with qualify functions and high performance animations;

- Responsible for a "flexible searching" feature, which made a significant profit during booking season. Delivered high performance UI components and maintainable state management;
- Tested reducers separately to only focus on state flow. Used React StoryBook libs for UI components;
- Refactored the structure of React components and Redux state flow, according to React rendering theory, to significantly improve performance;

### • **THL TCX-API (Node.js)**

- A RESTful service built with Nodejs, Sockets.io and TypeScript, deployed on AWS ElasticBeanstalk, with Redis DB as cache repository. Used SOAP to call THL core web services & AWS micro services.
- Responsible for new features and maintenance, such as DPS payment, rental and vehicles management;
- Responsible for integration task script on Jenkins;
- Integrated AWS S3 for feedback screenshot image saving on Kiosk tablet;

### • **MyVodafone webapp (AngularJS [myvodafone](#))**

- An innovative enterprise level SPA built with AngularJS, with UI automation tests, bootstrap responsive framework and Reactive Functional design.
- Responsible for Front-end architecture refactoring, and performance optimisation;
- Delivered high-performance visualization with D3.js in Vodafone usage page;
- Used Bacon.js pipe stream and Functional programming for multiple async processes and data-flow management;
- Practiced pair programming with teammates to implement RESTful APIs based on Java Spring and Web Services.
- Contributed a NodeJS proxy tool for mocking API in dev environment. Made significant improvements in the front-end process;

### • **Alibaba Seller Lottery System (React)**

- A practice project using React, Flux, ES6, Webpack and HTML5 for SPA development.
- Built an 'Isomorphic React' server side rendering solution on Node.js express.
- Responsible for a React UI library, including Tree, SlideView, TableGrid ([Github Demo](#)).

### • **Tmall online gambling WebApps on Mobile (Demos in portfolio below):**

- An innovative HTML5 SPA built in Alibaba hybrid webview;
- Built a router framework base on Hash url, by vanilla JavaScript;
- Used 'Finite State Machine' algorithm to manage the states and lifecycle;
- Designed a CSS3 3d animation to enhance the gambling process UX;

### • **HTML5 Gaming and framework design**

- Responsible for enhancement of interaction in e-business. Took charge of lots of innovative html5 games as a major role;
- Web Games deployed in Alibaba Hybrid App. Developed several creative web game, following in my portfolio;
- Contribute to a open-source HTML5 gaming engine call 'Hilo'
- **Mobile hybrid framework**
  - Designed the js-bridge library for Alibaba Native Apps, both on mobile web view;
  - Consumed hybrid APIs to enhance the web view interactions and functionalities in practical projects.
- **Alibaba DingTalk ChatApp (AngularJS [Website URL](#))**
  - A successful and innovative chatting SPA, which mainly focuses on business communication.
  - Responsible for directives development, integration building, and architecture design.
  - Built App from scratch with the whole team. Helped team to resolve AngularJS performance issues.

## Portfolio

---

- Github : <https://github.com/hlissnake>
- Brtiz Booking : [booking.britz.co.nz](http://booking.britz.co.nz)
- Com.js [github repo](#) : A Virtual Display Object Library for html5 canvas basic graphic.
- Hilo Game Engine <https://github.com/hiloteam/Hilo>
- HTML5 Games :
  - [Pseudo 3d game based on 2d Cavnas](#)
  - [Jumping Ball](#)
- Tmall Gambling WebApp : Depending on the hybrid network, cannot run on web lonely.
  - [screenshots.gif](#)
  - [screenshots2.gif](#)
- React UI Demos:
  - [Tree Component](#)
  - [Slide Show](#)
  - Range Slider

- `Enhanced Javascript Library` [github repo](#) A self-coding JS Library which enhances the native javascript, provides Dom manipulation and UI Components.