

Chris WU, Man Fung

wumanfung1@gmail.com | +852 6296 7084 | <https://chriswu012.github.io/Self-Introduction-React/>

Open Work Permit (OWP) holder - Valid to work in Canada

PROFESSIONAL SUMMARY

As a 2 year-experienced web developer with solid skills in ReactJS/TypeScript, Java in Spring Boot, C# in Unity3D, MySQL, CRUD/Restful Application, and AWS deployment, I am confident in my ability to create dynamic and high-quality web applications. With hands-on experience in deployment tools such as Kubernetes and Argo, I am capable of delivering scalable and reliable solutions that meet the needs of clients and end-users.

WORK EXPERIENCE

Programmer

Oct 2022 - Present

Tradelink Electronic Commerce Limited • Hong Kong SAR

- Conducting the project related to Hong Kong Exports and Imports of Goods by developing front-end features and conducting back-end migration.
- Undertaking the project of Certificate of Hong Kong Origin by Front-end revamp and back-end CRUD application.
- Conducting the end-to-end software life cycle, including developing, implementing, testing, integrating, and maintaining web application interfaces.
- Providing ongoing maintenance and support to ensure project success.
- Ensuring user-friendliness of the system for over 100,000 users, including government and private companies.
- Tools including: HTML/CSS/JavaScript, React, MySQL, Oracle, Spring Boot, ArgoCI/CD/K8s.

Full-stack Web Development Mentor (ReactJS & NodeJS)

May 2023 - Present

Xccelerate CO • Hong Kong SAR • Part-time

- Mentoring and assigning weekly assignments to 10 students per class.
- Maintaining and updating teaching materials.
- Instructing on different areas, including DOM, ReactJS, NodeJS, Database/SQL, Authentication/JWT, AWS deployment etc.

Software Engineer

Jun 2021 - Jun 2022

Szeka Limited • Hong Kong SAR

- Developing a mobile game using Unity3D for both iOS and Android platforms.
- Using Cocos2D-Lua, conducted the project of mobile game development for both iOS and Android platforms.
- Programming animation software to predefined specifications for interactive video games, internet, and mobile applications.
- Developing, implementing, modifying, and maintaining gameplay features that integrate effectively into the software system.

EDUCATION

Full Stack Web Development 2022
Xccelerate • Hong Kong SAR

Diploma in Creative Mobile Game Design 2021
FevaWorks IT Education Centre • Hong Kong SAR

**Bachelor of Engineering
(Honours) in Product Engineering with Marketing** Sep 2016 - Aug 2020
The Hong Kong Polytechnic University • Hong Kong SAR

SKILLS

As a developer, I worked in a game company as a front-end game developer, followed as a full-stack web developer using ReactJS in front-end and Java Spring Boot / MySQL in backend. Below are my skill sets:

- HTML / CSS / JavaScript
- NodeJS
- ReactJS / TypeScript
- Java in Spring Boot
- Python
- C# in Unity3D
- MySQL / PostgreSQL
- CRUD / Restful API Application
- Simple deployment using AWS. eg: Route 53, S3, EC2, Cloudfront.
- Hands-on experience in deployment tools. eg: Kubernetes, Argo.

❖ More about algorithm skills on Leetcode: https://leetcode.com/Chris_WU123/

SIDE PROJECTS

- Note-Taking-App, Employee-Punch-In-App, Office-Timer etc
URL: <https://github.com/ChrisWU012?tab=repositories>
- Demon Slayer Crossing (Unity3D)
Planning to gain experience in releasing an app on Google Play and improving UI/UX design skills.
 - ❑ Over 100K+ installations
 - ❑ URL: <https://play.google.com/store/apps/details?id=com.customer.colorjump&hl=en&gl=US>