

Chris WU, Man Fung

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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

Full Stack Web Developer (Spring Boot Java & React) Oct 2022 - Present
Tradelink Electronic Commerce Limited • Fulltime • 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 (React) and back-end CRUD application (Java Spring Boot).
- 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.

Full-stack Web Development Mentor May 2023 - Present
Xccelerate • Part-time • Hong Kong SAR

- Mentoring and assigning weekly assignments to 10 students per class.
- Maintaining and updating teaching materials to ensure relevance.
- Instructing on 6 areas, including HTML / CSS/ JavaScript, Bootstrap/ jQuery/ Ajax, NodeJS/ server-side rendering/ Authentication, SQL/ PostgreSQL/ KnexJS/ Redis, React/ Route/ Redux/ JWT, and AWS Deployment (S3/ Route 53/ EC2/ Cloudfront).

Front-end Game Developer (Unity3D C# & Cocos-2D Lua) Jun 2021 - Jun 2022
Szeka Limited • Fulltime • Hong Kong SAR

- Developing a mobile game using Unity3D for both iOS and Android platforms (C#, Android Studio).
- 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 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 PROJECT

- Time Management Web Application (ReactJS)
Aims to learn Google Analytics, SEO and deployment using AWS Route 53, S3 bucket, CloudFront
URL: time2off.com
- Demon Slayer Crossing (Unity3D)
Planning to gain experience in releasing an app on Google Play and improving UI/UX design skills.
➤ Over 100K+ installations