# Noah WU

noah.wmf@gmail.com | +1(416) 729 6289

https://noahwmf012.github.io/Self-Introduction-React/

**Immediately Available**

## 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**, **Argo** and **Docker**, I am capable of delivering scalable and reliable solutions that meet the needs of clients and end-users.

## WORK EXPERIENCE

**Programmer**                                                                              Oct 2022 - Sep 2023
Tradelink Electronic Commerce Limited • Hong Kong SAR

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

**Full-stack Web Development Mentor** (ReactJS & NodeJS)              May 2023 - Nov 2023
Xccelerate CO • Hong Kong SAR • Part-time

- Mentored and assigned weekly assignments to 10 students per class.
- Maintained and updated teaching materials.
- Instructed on different areas, including **DOM**, **ReactJS**, **NodeJS**, **Database/PostgreSQL**, **Authentication/JWT, AWS deployment** etc.

**Software Engineer**                                                                     Jun 2021 - Jun 2022
Szeka Limited • Hong Kong SAR

- Developed a mobile game using Unity3D for both iOS and Android platforms.
- Used Cocos2D-Lua, conducted the project of mobile game development for both iOS and Android platforms.
- Programmed animation software to predefined specifications for interactive video games, internet, and mobile applications.
- Developed, implemented, modified, and maintained gameplay features that integrate effectively into the software system.

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# 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 SpringBoot / 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, Docker

  ❖ More about algorithm skills on Leetcode: https://leetcode.com/Noah_Wu012/

## SIDE PROJECTS

- Note-Taking-App, Employee-Punch-In-App, Office-Timer etc
  URL: https://github.com/NoahWmf012?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