Chris Meng

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Technical Skills

Languages:	JavaScript (ES2015), Java, Python
Technologies:	CSS3, HTML5, MongoDB, Express.JS, Angular.JS/4, Node.JS, NPM, AWS, React/React-Native, MySQL, Jenkins, Git
Certification:	Scrum

Education

University of Toronto Scarborough **2013 – Present**
Expected Graduation: May 2018
Candidate, Honours Bachelor of Science

- Computer Science Specialist Co-op Program: Software Engineering, 4th year

Work Experience

RBC Digital **May 2017 – August 2017**
Software Engineer

- Created localization components within AngularJS framework using JavaScript (ES2015) that translated contents to better serve both English and French speaking clients
- Initiated on a proof of concept mobile version of the project using React-Native to show the leadership team true mobile appeal and the importance of a native application
- Performed code reviews looking for potential bottlenecks in the network and made improvements by caching same search query results to increase performance

RBC Capital Markets **January 2015 – December 2015**
Full Stack Developer

- Created server side lazy loading hierarchy tree viewer and builder for efficient rendering of large datasets in the UI and is now used within the company
- Modified Bootstrap charts widget to tailor to the business requirements in order to display a secure editable table where privileged users could edit values to reflect the latest market values while other users were notified of the changes
- Facilitated the Scrum process as the Scrum Master to ensure developers were on track, removed any obstacles and engaged in communication channels with the product owner to ensure successful deliveries

Projects

- **Foodify –** Cross platform application where users could take pictures of food items around them and through photo recognition API Clafarai and machine learning, the app compiled a list of ingredients and potential meal recipes
- **Augmented Reality Hearth Stone** – Rendered 3D models of Blizzard's game Hearthstone in augmented reality through Google Cardboard as the game played out, using Unity Engine, Node server and C# programming language