

# Alex Ng

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Github Account · <https://github.com/CynicalBird>  
[alex-ng.com](http://alex-ng.com) · [cynicalbird.github.io](http://cynicalbird.github.io)

## Highlight of Skills

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- Java/C
- Excellent communication skills
- Proficient Troubleshooting and debugging
- Fast Learner
- Problem solver
- Front end web development
- Team player
- Self motivated

## Professional Summary

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Proficiency in web development, specializing in front-end development using HTML5, CSS3, Bootstrap, Responsive design, Javascript, Geolocation, JSON, OOP, and AJAX. ([Lab4](#))

Experience in web development using NodeJS, AngularJS, Google Maps API, Openweathermap.org API, MongoDB, JQuery, XML, and PHP.

Experience in software development using Git, Github, Slack, Google Drive, Google Office suite (Docs, Slides, Sheets), Zenhub, Wireframing using Balsamiq, Amazon Web Services (EC2, S3), GIMP and Travis CI.

Experience developing projects in software development life cycle using Traditional waterfall, and Agile Scrum environments.

## Education

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**Ryerson University**, Toronto, ON

Bachelor of Science, Computer Science CO-OP (Enrolled)

September 2015 – Present

**Bur Oak Secondary School**, Markham, ON

Ontario Secondary School diploma, Ontario Scholar

September 2010 – June 2015

## Work Experience - Projects

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Freelance Markham, ON

September 2014 to Current

Software/Web Developer

Developed numerous static pages using HTML, CSS, JavaScript, PHP, and Bootstrap at <https://cynicalbird.github.io/>. and a NodeJS, express server using the MEAN stack at <http://alex-ng.com>.

Co-developed the front end of "Transleep" an Android app to notify when users are reaching their destination using Google maps API in Android Studio at Hack the Valley 2017.

Developed Java game that generated random "perfect mazes" and can generate a solution. Featuring OOP principles such as inheritance and polymorphism.

Administrated and maintained personal Apache2 HTTP Server with PHP support, FTP, and SSH server on Ubuntu Desktop 16.04, OS X El Capitan, and Windows 10.

Currently leading a team in developing a web game Ignite using JS Game library PhaserJS.