SOFTWARE ENGINEER

Ching Kiu Chan (Jeffrey)

HONG KONG SAR

GITHUB: **DEVCHANQ**
EMAIL: **JEFFREY@DEVJEFF.INFO**
WEBSITE: **HTTPS://DEVJEFF.INFO**

PROGRAMMING LANGUAGE

Typescript/Javascript, Python

DEVELOPMENT RELATED SKILLS

‣ Collaborative Workflow (Git, Slack, Linear)
‣ Package manager (npm, yarn, CocoaPods)
‣ Binary build tool (gradle, Xcode, clang)

TECH/FRAMEWORKS

Node.js, Deno, Vue.js, Supabase, React, React Native, Electron, Django (Python)

OTHER RELATED SKILLS

Native English, Mandarin & Cantonese speaker. Fluent in Japanese (JLPT N2 158/180)

EDUCATION

Sep 2015 - May 2016:
Information Technology in Organisations – University Of Southampton (UK)

EXPERIENCES

FEB 2023 - CURRENT: LONGVIEW LABS

Software Engineer, Full-time (Remote)
https://www.longviewlabs.co/

‣ Worked as the sole software engineer in a tight-knit team consisting of 5 core members in a fast-paced development environment. Dealt with new blockchain technology (**AO/Arweave)** alongside modern full-stack development (backend: **nodejs/deno**, frontend: **vuejs/nuxtjs**)
‣ **AODevBot** - Developed an AO decentralised app dev bot with a custom backend handling all LLM operations (rate limits, input sanitisation, message storage, multi-prompt streaming etc.). Integrated OpenRouter for request routing and developed a responsive frontend for project management and real-time response visualisation.
‣ **Arweave Today** - Developed a daily news service for the Arweave ecosystem. Engineered a backend utilising the **X API** to fetch posts from prominent accounts, then processed them through an **LLM** to generate summarised versions. Implemented permanent storage of the output JSON data on Arweave, with a custom frontend for seamless content delivery and consumption.
‣ Contributed to various open source software (**NuxtJS**, **permaweb-cookbook**, **aos**)
‣ Attended online and IRL events including the Arweave Asia event in Singapore, **presenting publicly** about the Arweave/AO tech and development. (**YouTube**)

JUL 2021 - MAY 2022: SVG EDITOR (IOS, ANDROID)

Sole Designer & Developer, Personal Project
https://devchanq.github.io/thumbnaillab-site/

‣ Created a mobile vector graphic editor that filled a market gap for on-the-go Figma editing capabilities
‣ Drove 10,000+ app downloads on Google Play Store and Apple App Store by delivering intuitive vector editing tools optimised for mobile interfaces
‣ Implemented cross-platform font management by writing custom native code for both iOS and Android.
‣ **react-native-svg-editor**, the engine that powers the svg editing was built separately as it's own library, and it's open source.

JUN 2018 - MAY 2021: ENKAI INTERNATIONAL (START UP)

Full Stack Developer, CTO

‣ Worked on international goods trading management system
‣ Backend api built with Django REST framework, frontend with Vue.js that consumes the backend api.
‣ Had experience applying for y-combinator

2017 - 2018: JAILBROKEN IOS TWEAK

Personal Project
https://github.com/DevChanQ/pikabu

‣ Dynamic library that alters the default behaviour of iOS system application (SpringBoard) by overriding the method implementation pointer, it's a minimalistic take of the default iOS volume hud (pre iOS 12).