

# CHAN JUN MING

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## SKILLS

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**Programming** | JavaScript • TypeScript • C# • SQL • HTML • CSS  
**Front-End** | ReactJS • Material-UI • Redux • Redux Toolkit  
**Back-End** | Express.js • Node.js • SignalR • ASP.NET • Google Cloud Platform  
**Tools** | Git • SVN • Postman • Visual Studio Code • Unity

## WORK EXPERIENCES

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**Total:** 3+ years

### NextOn IT Solutions Sdn. Bhd.

2018/10 – 2021/05

IT Developer (Level II/ Intermediate)

- Hands-on experience in ASP.NET and ReactJS.
- Take over and rebuild existing web applications written in Angular to ReactJS.
- Maintain and implement feature enhancements for existing web applications.
- Research and implement new technologies to keep up with competitors.
- Lead and manage a project team consists of four members.

### Beunig Sdn. Bhd.

2017/03 – 2017/06

Game Programmer (Intern)

- Hands-on experience in Unity game engine.
- Design and develop game concept into demonstration product.
- Participate in game testing and code review.

## EDUCATION

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### Multimedia University

2015/06 – 2018/06

Bachelor of Computer Science (Game Development)

- CGPA: 3.81/4.0 [First Class Honors]
- Relevant Subjects: Database Fundamentals, Web Application Development, Game Production

## PROJECTS

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### Full Stack MERN Application

Personal Project

- Social media app that allows authenticated users to post interesting events.
- Skills: MongoDB, Express.js, ReactJS, Node.js

### ReactJS Game

NextOn IT Solutions Sdn. Bhd.

- Fully responsive web browser game with real-time data.
- Skills: ReactJS, SignalR, ASP.NET, MS SQL Server