

CHAN JUN MING

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SKILLS

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

WORK EXPERIENCES

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.

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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

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

Full Stack MERN Application

Personal Project

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

ReactJS Game

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