

# Noah WU

[GitHub](#) | [Personal Website](#) | [LeetCode](#)  
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## PROFILE SUMMARY

- **3+ years** hands-on experience in **full-stack development of web and mobile applications** across government, enterprise, and startup environments.
- Proficient in modern tech stack: HTML/CSS/JavaScript, React, Spring Boot, REST APIs, MySQL, Oracle, Docker, Kubernetes, Argo CD, CI/CD pipelines.
- Possesses **strong communication skills** and effectively **collaborates** with designers, software engineers, and project managers to ensure seamless coordination and successful project outcomes.

## WORK EXPERIENCE

### Administrative Assistant

Jun 2024 – Present

Rifo Realty Group | [Website](#)

- Providing 50+ **IT support** including software & hardware setup and troubleshooting.
- Processing and digitizing over 1,000 historical receipts for financial documentation and internal audits, using Excel for data tracking.
- Handling 20+ daily inbound calls and 10+ email inquiries related to commission and deposit processes.

### Software Engineer

Oct 2022 – Jun 2024

Tradelink Electronic Commerce Limited

- Led **full software development lifecycle** for web applications and RESTful APIs, improving system reliability and enhancing development **efficiency by 50%** through streamlined debugging and testing workflows.
- Managed **end-to-end revamp** of full-stack CRUD applications used by 10,000+ users, including government and private sector clients, resulting in **40% faster load times** and improved user experience.
- Contributed to UAT, code reviews, and technical documentation, supporting project delivery and consistent code quality.
- **Collaborated** with cross-functional teams including developers, testing team, and PMs to ensure feature alignment and **reduce rework by 15%**.
- Assisted in gathering and documenting government project requirements, improving clarity and reducing development bottlenecks.
- Utilized modern tech stack: **HTML/CSS/JavaScript, React, REST APIs, MySQL, Oracle, Spring Boot, Docker, Kubernetes, Argo CD, and CI/CD pipelines**; cut deployment time by 30% through automation

### Software Engineer

Jun 2021 – Jun 2022

Szeka Software Limited

- **Led a team of 4 front-end developers** in building a mobile game using **Unity3D**, achieving 100% on-time delivery for both **iOS and Android platforms**, and contributing to a 20% increase in user retention during beta testing.
- Worked closely with PMs and designers to refine requirements and implement design adjustments, improving development accuracy and reducing rework.
- Developed **animation** and gameplay systems for **mobile and web-based games**, resulting in 30% smoother frame rates and improved interactive experiences across devices.
- Designed, implemented, and maintained scalable gameplay features and systems that integrated seamlessly into the Unity engine, cutting feature integration time by 25% through modular development practices.

## CORE COMPETENCIES

<b>Languages:</b>	C#, JS, TS, Python, Java	<b>Database:</b>	MySQL, PostgreSQL
<b>Web:</b>	HTML, CSS, Node.js, React, Vue	<b>Version Control:</b>	Git
<b>Soft skills:</b>	Communication, Time management, Problem-Solving, Project management		

## EDUCATION

### Full-stack Web Development Course

2022

Xccelerate CO

### Bachelor of Engineering (Hon) in Product Engineering with Marketing

2020

The Hong Kong Polytechnic University

## ONGOING PROJECT

Web development: AI karaoke (Python, ReactJS)