

MingHong LEUNG | Software Engineer

Based in **Toronto, On, CA** with an **open work permit** (3-year working VISA)

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EXPERIENCE

Software Engineer (Full-Stack) / Lalamove

09/2021 – 06/2022

Actively developing, designing, and maintaining a cloud-based B2C local delivery system.

- Co-owned and developed Delivery Data Management System (web application development) with over 1.1 million users using Ajax, Git, Vue, Typescript, Node, and SQL.
- Collaborated with a cross-functional team to develop an online CS chat that supports 352 cities using JS, React, and Redux to optimize the user experience.
- Led the design and implementation process of Rest API Authorization Control with monitoring applications page.
- Improved code quality under microservices applications architecture for among 10 customer service departments and increased preference by 20%, such as Taxation, Order management platforms.
- Contributed to the System Integration Process across 2 development teams and 3 ~ 4 services: Identify system requirements and dependencies, Deliver the features, Testing, and Follow-up study.
- Support CI/CD in a microservice cloud environment, including pull requests, code reviews, load/stress testing, and unit/integration testing, debugging.
- Worked in Agile software development processes, including daily stand-ups and sprint planning meetings.

Analyst Programmer / Shiji Group

07/2019 – 09/2021

Worked on developing, designing, coding, and maintaining catering management systems for global hospitality clients (more than 80 subsidiaries, brands, and partners including over 91,000 hotels, 200,000 restaurants, and 600,000 retail outlets).

- Full stack development (frontend & backend) and maintenance for a SaaS product using JSON, Ajax, Git, JavaScript, React, Redux, PHP, SQL and relational databases.
- Engineered and implemented end-to-end reservation applications with around 10 supporting features, including online payment processing, automated notification, third-party integration, channel management, and multi-language and currency options.
- Enhanced service security by developing authority control in the MVC design system.
- Improved online reservation process for more personalized experiences by integrating user data in the preference reducing 25% time of the booking process.
- Optimized REST API data loading performance with a 20% increase in data capacity.
- Led junior co-workers in achieving business requirements, including requirements estimation, code review, and pair programming.

Programmer Intern / Cherrypicks

06/2018 – 09/2018

- Built and improved an automated program using JavaScript for training model and testing model accuracy that increased performance by 80%.
- Assisted in a text recognition machine learning project written in C++.

Software Programmer Intern / Fortune Information Technology Limited

06/2017 – 09/2017

- Designed and produced a web-based grading visualization system for reduced 100% calculation workload of the learning center, using Java and Servlet.

SKILLS

- HTML | CSS | SASS | TailwindCSS | ES6 | JavaScript | Typescript | React.js | React Hooks | Redux | Vue.js | Node.js | MySQL
- ORM | Jest | Unit testing | Docker | GitLab | GitHub | REST API | Messaging Queue | WebSocket | Web Application
- Flux | OOP | Functional Programming | Functional Testing
- DDD | TDD | MVC | MVVM | Microservice | Distributed System | Front-end | Backend | Full-Stack
- English | Chinese (Mandarin, Cantonese)

EDUCATION

Hong Kong University of Science and Technology / **Bachelor's Degree (2016-2019)**

- Major in **Computer Engineering** | Minor in **Big Data Technology**

Community College of City University / **Associate's Degree (2014-2016)**

- Major in **Engineering** (Principal List)

SELF PROJECTS

- GitHub Public Projects** | Netlify released mini project (Web / React / JavaScript / Typescript / SCSS / Tailwind CSS)
- PickPicPig** | Chrome Extension - Image download extension for any website (JavaScript)
- Scrum voting system** | Scrum story point voting website with WebSocket (React, Java, Spring Boots, MySQL)
- Multi-player AR Mobile Game** | Final Year Project - 3D Unity mobile AR game with multi connections via WiFi (C#, Unity)