

Alan Fok

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SKILLS

Programming | JavaScript • HTML • CSS • Angular • ReactJS • Node.JS • Java • C# • UML • MySQL • C++
Applications | Microsoft Office • Eclipse • PhpStorm • Visual Studio • Visual Studio Code • Netbean
Operating Systems | Windows 7 • Windows 8 • Windows 10 • OS X • Linux
Languages | English (Working proficiency) • French(Spoken) • Chinese (Cantonese (Mother tongue) & Mandarin)

EDUCATION

CONCORDIA UNIVERSITY, Montreal, QC

Bachelor of Computer Science, Apr 2017 – May 2020

Relevant Courses: Object-Oriented-Programming, Data Structures and Algorithms, Operating System, Advanced Program Design with C++, Introduction to Web Application, Web-Based Enterprise Application Design, Web Services and Applications and Database

PROFESSIONAL EXPERIENCE

AHEEVA, Montreal, QC

Web developer Intern, Jan 2020 – Apr 2020

- Debugged and helped resolve problems (Web UI, java).
- Deployed new versions of the application.
- Developed the new web application by using JavaScript, Typescript, CSS and Angular 8.

CAE, Montreal, QC

Software developer Intern, Sep 2018 – Dec 2018

- Modified the existing program (Configuration File Manager) from manage only one configuration to possible to manage more than one configuration as the same time.
- Modified of the existing program's UI and command line to switch and manage different configurations
- Developed by using C#, C++, VBS, SQLite
- Used specflow to develop Unit testing

PROJECTS

ReactJS, Node.JS Project – Apartment Rental System (Personal)

2019

- Apartment Rent System is a web application to help tenant to manage his or her apartments and client also can look at available apartment.
- Used ReactJS for frontend and used Reactstrap, Bootstrap and CSS for design.
- Used Node.JS for backend and Express to connect and manage MySQL (Restful API)
- Hosted and deployed on Heroku
- Skill Acquired: Problem-solving, Self-learning, Task management, Agile development.

Java Project – Book System (Academic)

2019

- Book System is a web application that user can add, edit and delete books, also can manage his/her book collection.
- Used Java Servlet for backend, jsp for frontend and storage the data in MySQL
- Designed Business structure and used enterprise pattern (Service layer, Data Gateway, etc.)
- Developed Unit test by using JUnit 5
- Skill Acquired: Problem solving, Self-learning, Team work, Task management.

Game Project – Small World (Academic)

2018

- Small World is a board game and developed it to be console game by using C++.
- Used adjacency matrix graph algorithm for map design.
- Designed by MVC structure and using design pattern (observer, strategy, etc.).
- Used the pointer and reference function for changing player status (Player race, coin, etc.)
- Skill Acquired: Problem solving, Self-learning, Team work, Task management.