Ambrose Kuo

4th year Computer Science Student

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Currently striving to use what I have learned from my degree and my personal projects to work towards building a professional standard Web Application with a structured codebase and layers of complexity.

RECENT PROJECTS

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Lightweight Realtime Chat Application, TypeTalk

July 2019 - Current

- React hooks to create modular components like UserProfile and Chatboxes, vanilla CSS
- Socket.js used to communicate between server and clients
- Tracks personal settings and deletes messages along with user profiles after 30 minutes of inactivity

Over the Counter Medicine Recommendation Web App, $OTC\ Recommendation\ App$

April 2019 – May 2019

- Node.js and express routing for server management/client redirection
- Search bar, user checklist, site interactivity created using CSS, HTML, React.js
- Parsing of compiled data in excel using Node.JS

Multiplayer Platformer Game, Legends

March 2019 - April 2019

- Sockets.io to manage multiplayer between server and client
- MongoDB for user data storage
- Phaser3.js for game physics and assets management

Customizable User Dashboard, Ambrose's Dashboard

January 2019 – April 2019

- Drag drop API, responsiveness using CSS grid
- Weather and GeoLocation module created with openweather and leaflet API using AJAX and promises
- Creation of new notes using Vanilla DOM manipulation with Angular as the framework

MY EDUCATION



Ryerson University | Anticipated graduation date: September 2020, GPA: 3.7

AREA OF EXPERTISE

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HTML/CSS

CSS grid, BootStrap, focus on responsive design

JavaScript

- Primarily use React.js for templating with JSX, CSS Modules, and hooks
- Node.js used for creating a REST API and routing with express

Git, GitHub, Heroku

• For branch management and deployment

C++, Java

- Focus on Algorithm and Data Structures
- Implementing hash tables, min heaps
- Optimization for searches and sorting in trees, graphs, and linked lists