

Anthony Wong

 <https://github.com/anth0nywong> |  <https://www.linkedin.com/in/anth0nywong>
 <https://intro.anthonyyhwong.link> |  anthonywong.hokhei@gmail.com
 (647) 333-7558

Game Developer II

SUMMARY OF QUALIFICATION

- New graduate in software engineering diploma
- Proficiency in TypeScript and JavaScript
- Self learned game development with 3 small games host on portfolio site
- Familiar with design patterns and algorithm
- Knowledge in Object-oriented programming languages such as C Sharp
- Experience in code reviews, build process, and testing
- Passionated in learning new stuff especially in game related technologies
- Able to work under pressure and fast pace environment

TECHNICAL SKILLS

- Game Development: Unity, Blender
- Front-end: Next, React, Redux, Bootstrap, TypeScript, Tailwind CSS, Sass
- Back-end: ExpressJS, .NET, RESTful
- Database: OracleSQL, MongoDB
- Testing and Development Tools: Git, Postman, Selenium, Mocha, Jest
- CI/CD: Docker Swarm, Kubernetes, AWS ECS
- AWS: EC2, S3, Lambda
- DNS: Cloudflare, AWS Route 53
- UX/UI Design: Figma

PROJECTS

Aspiring Ingenuity

Worked as a developer in an professional Scrum team, designed and developed a cloud-based web and mobile application as a staffing management solution

React/Figma/NodeJS/MongoDB/AWS/Agile

- Enhanced the ReactJS frontend of a cloud-based web staffing management service to increase the code readability and improve the development speed by 40%
- Assisted teammate resolving technical challenges such as customized interactive calendar, getting user availability radius using react google map API, which accelerated the sprint by 15%
- Utilized Figma to draft over 50 web and mobile user interfaces, resulting in 60% increase in client satisfaction

Full Stack Project - Aloha Rental

[Link to Demo](#)

MERN stack/TypeScript/Heroku/AWS EC2/Docker/Agile

- Collaborated with 8 members to design and implement a car rental system from scratch within 2 months
- Played a key role in both frontend and backend development, focusing on implementation of user interface elements, external libraries such as AWS sdk, and user authorization and authentication
- Migrated the app from Heroku to AWS Free Tier Instance with Docker Swarm to save 100% hosting cost, enable resource utilization and ensure 95% uptime

Machine Learning Project - Stop Sign Object Detection

[Link to Demo](#)

Python/Colab/TensorFlow Lite/Android Studio/Object Detection/LabelImg

- Downloaded and annotated over 150 images with Open Image and LabelImg for model training
- Trained an accurate and efficient object detection model with 70% AP score

Selenium Automated Test Scripts for User Registration and Login

[Demo Video](#)

MERN Stack/Selenium/Mocha

- Programmed automated test scripts which simulate each user interaction within 0.5s, validate the functionality, and ensure application reliability

Unity Game - 2D Shooter, 2D Platformer, 3D Runner

[Link to Demo](#)

Unity/Blender

- Designed UI, levels, tiles, and game logics for 2 2D mini games
- Built 3D character model and animations with Blender, 3D terrain inside Unity, and movement logics of characters with C Sharp

Restful API - Survey Horse

ExpressJS/MongoDB/ChartJS/EJS

- In a team of 4 members, developed the database, back-end Restful API for surveys, and user authorization and authentication

Individual Project - Socket.IO Chat App

[Link to Demo](#)

MERN Stack/Socket.IO/TypeScript/AWS EC2/ Docker

- Enabled real-time bi-directional communication between server and client using Socket.io library

Individual Project - Web Scraping with Python

[ReadMe](#) | [Link to Demo](#)

Python/Beautiful Soup/ExpressJS/Docker

- Executed Python script on NodeJS scraping podcast information to JSON files with BS5 library

WORK EXPERIENCE

Student Researcher (UX/UI and Frontend) WIMTACH - Toronto, ON

10/2022 - 1/2023

React/Figma/NodeJS/MongoDB/AWS/Agile

EDUCATIONS

2021 - 2023 Post-Secondary Diploma in Software Engineering Technician
Centennial College

(GPA: 4.36/4.5)

2014 - 2018 BEng (HONS) in Civil Engineering
The Hong Kong Polytechnic University

TRAININGS

- Udemy - Learn and Understand NodeJS
- LinkedIn Learning - Learning Docker
- LinkedIn Learning - Node.js: Real-Time Web with Socket.IO
- LinkedIn Learning - Python Essential Training
- LinkedIn Learning - Agile Foundation
- CertiProf - SCRUM Foundation Professional Certificate (SFPC)
- PMI - Agile Kickoff Badge
- Sololearn - C Sharp Course Certificate

OTHER EXPERIENCE

Assistant Civil Engineer

WSP (Aisa) Limited

2018 - 2021

ACHIEVEMENTS

Fall 2022 FundEvolve Hackathon at WIMTACH - Winner of website UX competition

[Link](#)

- Participated in a Finance Web App design hackathon with around 20 participants organized in 5 groups
- Collaborated effectively with a team of 3 members, contributing to the ideation, wireframing, prototyping, and UI/UX design