Alvin Wong San Francisco CA - (415)627-8253 - linkedin.com/in/alvin-wong
alwong125@gmail.com - github.com/bopkid

I am a full stack software engineer who loves to program. It took me a long time to realise that I wanted to be a software engineer. The reason I love programming is that it is problem solving using logic and that there are multiple ways to approach a problem. I like that frontend provides me satisfaction from actually seeing a product. But I also like logic and the backend gives me that satisfaction of handling logic .

Technical Skills

- React, Javascript, HTML, CSS, C++, Python, JQuery, Node, Express, Git, MongoDB, Mongoose, Visual studio, Atom, Mozilla developer tool, Slack, skype, Linux, Mysql , Graphql

Developer Experience

Project DumpStr Hackathon(Fullstack Application) team project
- A site that let user tag and help locate illegal trash dumping , with the help of local government and NGO to actually pick up the trash
- My used GraphQL , Javascript , node ,express , and React

Project Haunted Antique Collectors(Front-End Application) team project
- A blueprint of a store about selling Haunted Antique and a dashboard for emailing purpose
- My team used HTML . Javascript , and CSS, as well with a team of designer

Project Let's Eat (full-Stack Application) team project
- The site gets 4 random recipes based on the user's food preference and will give users ability to add, edit, and delete their recipes as well as be able to see all the recipes.
- My team used node, express, ejs, javascript, mongoose, and heroku to deploy

Project Movies Book (full-Stack Application) Team Project
- A social media site about movies allowing users to leave comments and add their favorite movies
- Uses python and Django for auth, used a movie api, and used heroku to deploy

Project Character Bank (Front-End application) Solo concept project
- A Full stack that lets users make and store their character and share with other users on the app.
- I used react for the front and built an api for my backend using node and mongodb

Project UNO (Front-End application) Solo concept project
- Play a game uno with up to three computer players. With all the special cards and action of a regular game of Uno.
- I used javascript for all the game logic and a little custom css to style the page. It is hosted on github.

Education

General Assembly | Software Engineering Immersive
- Completed 12 week 450 hours+ Immersive Software Engineering course in March 2020

Treehouse | Front End Web Development Track A online learning website