CHEN NUO

Website: https://cn-personal-web.glitch.me/   **GitHub**: https://github.com/cn666278
LinkedIn: www.linkedin.com/in/nuo-chen-662a64296   **Email**: chenn16@cardiff.ac.uk

INTRODUCTION

A pragmatic and diligent individual with over five years of programming expertise, I excel in teamwork and thrive in collaborative environments. I am quick to adapt to new environments and consistently maintain a curiosity for the latest technology. Currently seeking a placement job, but also open to considering graduate job roles.

EDUCATION

Master of Science, Cardiff University   Sep 2023 to Sep 2025
Software Engineering with a Professional Placement Year
- **Relevant modules:** Web Applications, Agile Software Development, Programming Principles and Practice.
- **English Level:** IELTS overall 6.5

Bachelor's degree, Xiamen University Malaysia   Sep 2019 to Aug 2023
Computer Science and Technology
- **Relevant modules:** Object-oriented Programming -- Java, Data Structures, Computer Architecture, Algorithm Design and Analysis, Unix System Programming, Multimedia Technology.
- **Skills:** Java, Python, Flutter app development, Web front-end development (Vue+TypeScript), HTML+CSS Web design, Linux Shell Programming, Figma UI Prototyping.
- **CGPA:** 3.0/4.0

RELEVANT WORK EXPERIENCE

Front-end Engineer, **Yatinova Time and Space Digital Co., LTD**   Sep 2022 to Dec 2022
- Completed a four-month internship focusing on front-end webpage development, primarily using Vue3.0, Vite, and TypeScript.
- Responsible for developing the company's homepage and user device binding lists. Managed projects including the APP management page, involving commodity management, WeChat configuration, app order list, app user list, member device list, and sale store management.
- Independently mastered Vue and TypeScript, swiftly integrating into the team with guidance from company mentors. Achieved efficient task completion through proactive self-learning and online research.
- Gained proficiency in Git code management and API interface access, contributing effectively to the software development process.

RELEVANT PROJECT EXPERIENCE

Client Project, Smart Town   Nov 2023 to Dec 2023
- Developed "Smart Towns", a website using HTML, CSS, JavaScript, Ajax, and Spring Boot JDBC, to improve interactions between town merchants, customers, tourists, residents, and city councils with interactive features like virtual town exploration and gamification.
- Led and managed a five-member team in an agile project, organizing sprints, conducting review meetings, and facilitating reflective sessions for continuous improvement, resulting in enhanced team efficiency and communication.
- Successfully launched the user-friendly platform, increasing local business visibility and user engagement through interactive features and rewards.

Red Hat Agile Workshop   Nov 24 2023
- Participated in Red Hat's Agile Workshop, gaining insights into Agile development, a flexible, efficient method emphasizing team collaboration and customer feedback.
- Engaged in a hands-on experience by constructing a Lego City, practicing Agile methodologies in design, planning, building, testing, and delivering.
- Explored Agile's core values and principles, including Scrum, Kanban, user stories, sprints, and retrospectives, through interactive team activities and the Red Hat staff's engaging presentations.
- Enhanced understanding and skills in Agile development, gaining valuable ideas and perspectives on team collaboration and customer engagement.

Undergraduate Final Year Project   Sep 2022 to Jul 2023
- Developed a to-do list task management software for individual users from sketch to program development.
- Using Flutter (Dart) as the development language and framework, SQLflite as the database, and Android Studio as the development tool.
- GitHub was used for version control throughout the project development, and the number of commits reached 139 times.
- The project app was released on the Google Play store, and more than 20 users (computer science-related program students and lecturers) were tested and more than 30 user feedback reports were obtained.

Group Leader, **2021 XMUM Hackathon Competition**   Apr 6 to 13, 2021
- Led a cross-disciplinary team of 6 students in the 2021 XMUM Hackathon.
- Developed and showcased a prototype smart reminder application for the elderly using Figma. The group project won second place in the topic.

Design Group Leader, **"Internet+" Innovation Entrepreneurship Competition**   Apr 2021 to Aug 2021
- Participated in the 7th "Internet+" competition in China, the project theme was the parent-child interactive App.
- Leading a three-person design team to be responsible for the Figma UI design and technology provision of the project, aiming to build a platform to eliminate the barriers of parent-child communication utilizing data.

Research Assistant, **XMUM**   Nov 2021 to Jul 2023
- Collaborated with Professor Dr. Raja Majid Mehmood to design and develop a Flutter application. The project's theme was to create a task list management app for university lecturers and students.

Multimedia Department, **Computer Student Union**   Sep 2020 to Aug 2021
- Produced engaging computer science content for XMUM's Computer Student Union, generating over 200 likes and 60 shares. Covered diverse topics including databases, algorithms, and GitHub.

CERTIFICATES

- Introduction to Front-End Development   (Issued by Meta)
- Career Essentials in Generative AI by Microsoft and LinkedIn   (Issued by Microsoft)
- Certificate of the 6th ByteDance Youth Training Camp   (Issued by ByteDance)
- Microsoft 365 Copilot First Look   (Issued by LinkedIn)