VINCENT

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CAREER OBJECTIVE

I want to work in either mobile and back-end development, I love every part of coding including learning, training, testing, documenting, and obviously problem solving!

PERSONAL STATEMENT

I am enthusiastic and career driven person wanting to get into the technology industry. I would like to apply my software engineering skills to build useful application that can improve many lives.

PERSONAL SKILLS

PROBLEM SOLVING

I enjoy working on solutions to problems by getting to know how things works and coming up with possible solutions. For instance, I had to investigate the mechanics of CSRF attacks to figure out how to properly prevent those attacks being done on my own server and come up with possible solutions that I implemented in several projects.

WILLINGNESS TO LEARN

I also like spending my time learning new skills on my own. I think being knowledgeable is crucial in problem solving. I have frequently sought out many opportunities to learn which usually came from free online resources. I have built small projects such apps and websites from those knowledges I learnt. I have made myself comfortable with looking for good and valuable information from the internet to help me understanding certain topics I am learning. For example, there was a time where I have a gap in my knowledge about WebSocket and concurrent programming which prevents me from building application with real time capabilities. Instead of waiting for a course to teach me these concepts, I managed to learn all of these through trials and errors with the help of free online guides, articles, and documentations.

TEAMWORK

I have worked with other people especially in the open-source community. For example, I have worked with people building an open source GraphQL libraries for Swift. I enjoy getting myself involved in groups and communities around software development.

TECHNICAL SKILLS

JAVA

• Have developed a GUI game using object-oriented design as part of a University Assignment

- Learned to build a responsive web application using React by building many small projects including games and my own website

- Learned how to use WebSocket on the client side to build a real-time game

- Learned to build a full stack application using GraphQL by building an attendance recording application

SWIFT

- Have used Swift extensively to build many iOS applications including a real time game

- Learned how to add a real-time capability to a HTTP server by building a GraphQL server library that support a wide range of capabilities

SCALA

- Have used Scala extensively to build many backend servers mostly WebSocket-based servers

- Have deep understanding of actor system concurrency model through the Akka projects

Other languages I have used: Go, Elixir

WORK EXPERIENCE

SOFTWARE ENGINEER - ZENTAX   2021

I was the sole software engineer working on an online attendance recording application where I utilize many technologies notably Typescript, GraphQL, and Docker which allow the employers to fetch all record information in a simple and efficient manner. This application allows the company to abandon their old attendance machine and allow them to keep track of their employees even if they are working from home.

PROJECT EXPERIENCE

PERSONAL WEBSITE

I build myself a personal website that shows a small bio about myself and showcase all my open-source projects I have built before. This is a small size project where I learned how to fetch information from a third-party API and convert them into useful information before displaying it to my website.

PIONEER GRAPHQL SERVER LIBRARY

I was the sole maintainer of an open-source library to allow users to build their own GraphQL backend using Swift and its new concurrency features (async-await, actors, etc.) which fully support GraphQL subscriptions through WebSocket using popular GraphQL WebSocket protocols, like what apollo-server from ApolloGraphQL do for Node.js.

EDUCATION

UNIVERSITY OF CANTERBURY, CHRISTCHURCH, NEW ZEALAND – COMPUTER SCIENCE, 2021-ONGOING