
VINCENT

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PERSONAL STATEMENT

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

PERSONAL SKILLS

PROBLEM SOLVING

- Motivated to dedicate enough time into solving problems, finding practical solutions, and spending time understanding the reasoning

WILLINGNESS TO LEARN

- Motivated to learn recent technologies and apply them by building side projects

TEAMWORK

- Contributed and collaborated in open-source projects
- Collaborated in many group software projects as part of a university course assignment

TECHNICAL SKILLS

JAVA

- Have developed a GUI game using object-oriented design as part of a university course assignment

TYPESCRIPT/JAVASCRIPT

- 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

GO

- Have used Go to build many backend servers with WebSocket capabilities

SCALA

- Have good understanding of actor system concurrency model and reactive streams through the Akka project

Other languages I have used: Rust, Elixir

WORK EXPERIENCE

SOFTWARE ENGINEER - ZENTAX

2021

I was the sole software engineer working on an online attendance recording application where I use 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 built myself a personal website that shows a small bio about myself and highlights 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.

PIIONEER 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 Apollo do for Node.js

CARD JITSU IOS APP

I build simple iOS game as my first ever project in 2020 using Swift and SwiftUI, while applying the MVVM architectural pattern.

LIVEDOCS

I build a google docs clone with real-time capabilities using React, Typescript, and Elixir without using many libraries and frameworks. Implementing the Elixir WebSocket server just by using the bare Erlang cowboy library and the proper Elixir adapter.

EDUCATION

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