

Gong Hongshen (David)

| 26 years old | Male | Single | From China, Lives in Selangor |

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Career Summary	<ul style="list-style-type: none">• Having 4 years of experience in Backend development.• Having experience in initiating project requirements, building business frameworks, and designing business databases.• Strong ability to withstand pressure and strong learning ability. After introducing new technologies and basic new modules in the project, I can quickly adapt.• Having good teamwork spirit and like to communicate with the team.• Ability to carry out full stack development• Knowledge and experience in using JAVA, NodeJS, H5, JS, CSS, etc.• Having experience in using PHP, C++ and Python in College Project.
Available	Remote

BACKGROUND

Before I came to Malaysia to pursue my degree at First City University College, I had two years of working experience in JAVA programming in an IT company in Shenzhen, China.

Currently, while going through my final year of Computer Science at FCUC, I am also working as freelance IT programmer to gain more working experience and knowledge in IT programming.

TECHNICAL SKILLS

Operating System	:	Windows Family, Linux, Mac
Languages/Scripts	:	Java, SQL, HTML5, XML, JavaScript, PHP, Redis, Nodejs, ReactJS, Python
Application/Web Servers	:	Tomcat, Apache
RDBMS/NOSQL	:	MySQL, PostgreSQL, AWS Aurora, DynamoDB, MongoDB, Redis
Framework	:	SpringMVC, Spring Boot, AngularJS, ReactJS
Tools	:	GIT, SVN, Maven, Power Design, Adobe XD, Jira
IDE	:	IntelliJ IDEA, PHP Storm, WEB Storm, VSCode
Cloud Service	:	Ali Cloud Service ,AWS

EDUCATION

BACHELOR OF COMPUTER SCIENCE (Intelligent Systems) (Hons) 2022.Feb – Present (CGPA 3.8)

Frist City University College, Malaysia

Scholarship:

SEMESTER 4 Jun 22

SEMESTER 5 Sep 22

SEMESTER 6 Feb 23

SEMESTER Sept23

DIPLOMA IN INFORMATION TECHNOLOGY 2020.Jun – 2021.Dec(CGPA 3.39)

Frist City University College, Malaysia

Intensive English 2019.Jun – 2019.Dec

Frist City University College, Malaysia

DIPLOMA IN INDUSTRY AND BUSINESS ADMINISTRATION 2013 - 2016

Guangdong Mechanical & Electrical Polytechnic, China

LANGUAGES

- English
- Chinese

WORKING EXPERIENCE

Esports Players League (ESPL)

Position: Free Lance backend programmer

Period: September 2021 - Present

Key Skills required : ESPL Backend service, WEB3, Microservice

Roles and Responsibilities:

- Responsible for back-end technology development, providing necessary interfaces and documents
- Discuss requirements with the site and provide solutions for new enhancements.
- Production support for applications.
- Coding and development, unit testing according to coding standards.
- Handle mission-critical issues and fix them in real time.
- Attend daily status reports and weekly project meetings

PROJECTS:

Project 1 : ESPL.GG/admin/backend (1.0)

Role : Backend Developer

Environment : Java, Nodejs, AngularJS, React.JS, PostgreSQL, DynamoDB, AWS, SpringMVC, Hibernate

Duration : Sep 2021 – Present

Tools Used : IntelliJ IDEA, Jenkins, Git, SVN, Navicat, Power Design

Description: Responsible for maintaining and developing the user end, operation end and background end pages of the game competition online website. While using java to maintain the core system's operation, fix the original system's bugs and design and develop new functions.

Project 2 : ESPL.GG/admin/backend (2.0-3.0)
Role : Backend Developer
Environment : Java, Nodejs, AngularJS, React.JS, PostgreSQL, DynamoDB, AWS, SpringMVC, Hibernate
Duration : Feb 2022 – Present
Tools Used : IntelliJ IDEA, Jenkins, Git, SVN, Navicat, PowerDesign

Description: While ensuring the operation of the original system, split the system according to the business, use node js to complete many microservices, and then run on AWS lambda. Moreover, transfer the original data from PostgreSQL to dynamo DB.

Project3 : myin.espl.gg (web3.0)
Role : Backend Developer
Environment : Nodejs, React.JS , DynamoDB, AWS,
Duration : May 2022 – Present
Tools Used : IntelliJ IDEA, Jenkins, Git, SVN, Navicat, PowerDesign

Description: According to the original business, extract the concept that everyone can operate the game competition, optimize and improve it according to the original operation mode, to create a new track, and introduce it into the personal game competition and the personal creation game competition at the same time The reward mechanism of blockchain and digital currency avoids the long wait for the prize after winning the online game.

Student Performance System (Final Year Project)
First City University College - Year 2 Personal Project
Period: May 2021- Aug 2021

Environment : PHP, MYSQL, Html5, JavaScript, Bootstrap, etc.
Tools Used : PHP Storm ,XAMPP, Navicat, PowerDesign

Description: Student performance system is a web-based system that can be used to manage student results and monitor their performance.

This project is mainly designed for First City University College teachers and students. Due to all of the student's result is calculated by excel which is time consuming and prone to errors. Therefore, I want to create a student performance management system to reduce the teachers' workload at the same time reducing errors and simplifying the work process.

The aim of this project is to design and develop a web-based system to automate the existing manual system that can assist lecturers in the process of managing students ' results and monitor their performances.

Shenzhen QingNing Interactive Technology Development Co., Ltd.

Position: JAVA Developer

Period: Sep 2016 - Aug 2018

Project 1 : Children's Intelligent Robot
Role : JAVA Development Engineer
Environment : Core Java, Spring, SpringMVC, MYSQL, Html, JavaScript, C++, Redis ,
Netty , etc.
Duration : Jan 2018 – Jul 2018 (version 1.0 – 1.1)
Tools Used : IntelliJ IDEA, Jenkins, Git, SVN, Navicat, PowerDesign

Description: Children's intelligent robots can operate and interact with the robot through the app and WeChat applet, such as manipulating the robot to walk, and have already conducted questions and answers with the robot.

Roles and Responsibilities:

- Application Development using Java technologies.
- Discussing the requirement with onsite and provide solution for new enhancements.
- Production Support of the Application.
- Coding and development, unit testing as per coding standards.
- Cooperate with the robot development team to complete the communication between the server and the robot.
- Working on mission critical issues and fixing them in real time.
- Attending Daily status report and weekly project meetings

Project 2 : QingNingZhiXiang/QNLive
Role : JAVA Development Engineer
Environment : Core Java, Spring, SpringMVC, MYSQL, Html, JavaScript, Redis,
RabbitMQ ,MongoDB ,etc.
Duration : May 2017 – Jan 2018 (version 1.0 – 4.3)
Tools Used : IntelliJ IDEA, Jenkins, Git, SVN , Navicat, PowerDesign

Description: Provide SaaS-based management tools for content creators, provide a complete knowledge distribution system for content disseminators, greatly reduce the promotion cost of content entrepreneurs, return benefits to paying users, and form content consumers that are content disseminators and content disseminators That is, content distributors, all users can share knowledge at the same time and get a considerable commission share.

Roles and Responsibilities:

- WeChat login and user data management.
- Alibaba Cloud network and storage API calls.
- Realization of knowledge distribution business.
- Application Development using Java technologies.
- Production Support of the Application.
- Coding and development, unit testing as per coding standards.
- Working on mission critical issues and fixing them in real time.
- Attending Daily status report and weekly project meetings

Project 3	: Smart Community (YunJiaTianXia)
Role	: JAVA Development Engineer
Environment	: Core Java, Spring, SpringMVC, MYSQL, Html, JavaScript, Redis, RabbitMQ ,MongoDB ,etc.
Duration	: Sep 2016-May 2017 (Version 1.0 -2.3)
Tools Used	: IntelliJ IDEA, Jenkins, Git, SVN, Navicat, PowerDesign

Description: This project is a management system for the concept of a cloud community and a model community, mainly to realize the management of the community. Including daily activities such as opening doors, parking spaces, and entering and leaving the community.

Here, you can directly use the software to realize door opening, parking, internal communication in the community, feedback, and property payment.

In the access hardware, community smart door, community parking space reminder, community car gate opening and other related smart hardware equipment.

And use the access control device to make a video call with the user, generate the relevant visitor code for the visiting user, and the relevant opening authority.

Roles and Responsibilities:

- Complete the docking with the community hardware equipment.
- Completed property management system business.
- Application Development using Java technologies.
- Production Support of the Application.
- Coding and development, unit testing as per coding standards.
- Working on mission critical issues and fixing them in real time.
- Attending Daily status report and weekly project meetings

Project 4	: 7mall Online shopping mall
Role	: JAVA Development Engineer
Environment	: Core Java, Spring, SpringMVC, hibernate, MYSQL, Html, Javascript, Redis , RabbitMQ ,MongoDB ,etc.
Duration	: Sep 2017-May 2018 (Version 1.5 -2.0)
Tools Used	: IntelliJ IDEA, Jenkins, Git, SVN, Navicat, PowerDesign

Description: This project is an online shopping mall. After opening a store, you can invite salespersons and individual shopkeepers. There is a three-level distribution system. Because the original project team was short of manpower, I mobilized myself to assist in the development of the back-end system to increase the number of products and activities. Deployment, update of relevant news, and analysis and display of data.

Roles and Responsibilities:

- Responsible for maintaining related codes and functions, and completing task API planning.
- Complete background management news business.
- Page display and analysis of relevant data
- According to the arrangement of the product manager and CEO, make logical predictions based on the data.
- Fix bugs and unit test.

- Participate in daily status reports and weekly project design meetings.