Chris Chen (Chen Cheng)

Maynooth, Kildare

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EDUCATION

Maynooth University 9.2021 - 9.2023

MSc. Computer Science Maynooth Kildare

Beijing University of Posts and Telecommunications 6.2020

BE. Computer Science and Technology Beijing, China

TECHNICAL EXPERTISE

Languages: Java, Python, SQL, Racket, Haskell

Developer Tools: VS Code, IntelliJ Idea, Eclipse

Open Source Frameworks: Android, Flutter, Flask, React

Others: Git, Gradle, Firebase, Agile(Scrum)

WORK EXPERIENCE

Beijing Xiaomai Technology Co., Ltd.

8.2015 - 5.2019

Android Application Engineer

Beijing, China

- · Led two mobile applications called <u>Cornfield Online</u> and MaiMai. The former app is used for meeting the demands of potential home buyers. The latter app is designed for staff to fulfill daily routines.
- · Developed and maintained a fundamental library that can drastically reduce the time of development.
- · Worked with testers and product managers together to push the process of the project forward.
- · Helped junior engineers or interns to be quickly familiar with the team, flows, and projects.
- · Produced and collated documentation of valuable technologies used in the work.
- · Kept sensitive about new technologies & tendencies.

PROJECTS

ReactWebChat(University program)

12.2021

- This application is a team project in one of the courses in the first academic year, achieved a public chat room online for those who have a google account.
- · The main functionalities: login, logout, and instant messaging.
- · Technology stack: React 17.0.2, Firebase 9.4.1, Boostrap 5.1.3.
- · Every UI component can automatically fit the browser and mobile screen.
- · Completely take advantage of Firebase(Authentication & Realtime Database) to provide all functionalities to the front end.

- · Tested the whole front end based on the black-box method.
- · Development environment: React 17.0.2, Firebase 9.4.1, VS Code.
- Link: https://github.com/freestyletime/ReactWebChat

HRMS(Graduate program)

1.2020

- The target of the application is to implement a simple human resources management system on Android & IOS platforms.
- The main functionalities: employee management, department management, post management, attendance management, and salary management.
- · Technology stack: Flask 2.1.1, Sqlalchemy 1.4.35, Flutter 1.0.0+1
- · Implemented the mobile applications by using **Flutter** to support **Android** & **IOS** simultaneously.
- · Incorporated **Flask** + **Sqlaichemy** to implement the corresponding web application and deploy automatically through the shell script.
- · Had unit testing coverage above 100% of the network interface through Postman and tested the whole front end based on the black-box method.
- · Development environment: Flutter 1.0.0+1, python 3.7, Git, Pycharm, VS Code, Postman.
- · Link: https://github.com/freestyletime/HumanResourceManagement

MaiMai 12.2015

- The application aims to build an internal platform for the staff who are mostly real estate brokers as a result users can do daily routines on the phone straight.
- · The main functionalities: file approval, communication, contact search, house, memo, etc...
- · Third-party library: Retrofit2, Rxjava, Butterknife, ActiveAndroid ORM, Glide, Otto, Cache, etc...
- · Maintained Gradle script to build signed APKs with multi-channels before the deployment.
- · Integrated with Umeng to keep track of and analyze user activities to improve the user experience.
- Design pattern & Architecture pattern: Builder, Proxy, Decorator, Strategy, Observer, MVC, MVP.
- · Development environment: Android-14, Gradle 1.3.1, Git, IntelliJ Idea, Ubuntu, Postman.

Average Indicative Marks

∆ First Academic Year: 72.4%

△ Second Academic Year: Ongoing