

Chris Chen

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EDUCATION

Maynooth University

MSc. Computer Science

September 2021 - Now

Maynooth Kildare, Ireland

Beijing University of Posts and Telecommunications

BE. Computer Science and Technology

June 2020

Beijing, China

TECHNICAL EXPERTISE

Languages: *Java, Python, Racket, Haskell, SQL*

Developer Tools: *VS Code, IntelliJ Idea, Eclipse, Pycharm*

Open Source Frameworks: *Android, Flutter, Flask, React*

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

WORK EXPERIENCE

Beijing Xiaomai Technology Co., Ltd.

Android Application Engineer

August 2015 - May 2019

Beijing, China

- Led two applications that are used to meet the demand of the market and improve the company's business process, entirely enhancing the efficiency of routine work.
- Produced documents for the valuable technologies used in the work and shared them with colleague.
- Developed a fundamental library that drastically reduces the time of android application development.
- Helped junior engineers or interns to be quickly familiar with the team and projects.

PROJECTS

MaiMai

December 2015

- The target of the application is to be an interior platform in the company so that the staff can do things on their phones such as file approval, communication, contact search, house search, memo, etc...
- Third-party library: **Retrofit2**, **Rxjava**, **Butterknife**, **ActiveAndroid ORM**, Glide, Otto, Cache, etc...
- Used Gradle to build signed and multi-channels APKs while the deployment.
- Used Umeng to keep track of 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, Postman

- The target of the application is to implement a human resources management system that is based on Android and IOS, including employee management, department management, post management, attendance management, and salary management.
- Technology stack: Flask, Sqlalchemy, Flutter
- Implemented the mobile applications by using **Flutter** to support **Android & IOS** simultaneously.
- Used **Flask + Sqlalchemy** to implement the corresponding web application and deploy it automatically through the shell script.
- Had unit testing coverage above 100% of the network interface through Postman, using the black-box method to test the whole front end.
- Development environment: Flutter 1.0.0+1, python 3.7, Git, Pycharm, VS Code, Postman

Average Indicative Marks

△ First semester: 78.5%