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, Agile(Scrum)

WORK EXPERIENCE

Beijing Xiaomai Technology Co., Ltd.	8.2015 - 5.2019
Android Application Engineer	Beijing, China

· Led two mobile applications called Cornfield Online 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

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 include 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.

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 include 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** + **Sqlalchemy** 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

Average Indicative Marks

△ *First Academic Year: 72.4%*

△ *Second Academic Year: Ongoing*