

# Wat Chun Pang Gilbert (屈振鵬)

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Technology professional with a product mindset.

## Past Positions

*Software Consultant at Andy OS Inc.*

From Mar 2016 to Nov 2016

- Brief Description:
  - I helped completed a mobile web based video ad product. It make use of a wide range of Web technologies, notably Canvas API of HTML5, WebSocket, Emscripten gstreamer to deliver Facebook Video experience in mobile web environment. The product was stalled for over a year and we completed in 1 and a half month. Also developed a audio streaming module to stream live audio from local machine to a website. It is integrated to Andyroid, flagship product of Andy OS.
- Major achievements:
  - Productized the technology of autoplaying video into a full-fledged video advertisement delivery plugin.
  - Optimized loading time of the product, from >8s of a client site without cache to <1s.
  - Optimized video playback mechanism to minimize data usage and frame rate.
  - Found and implemented technological solution to autoplay video tag on mobile browser in iOS < 10 and Chrome Android < 53.
  - Experimented with different monetization methods for the product
  - Analyzed data with Google Analytics and mixpanel to increase revenue
  - Integrated with video manipulating products on \*nix system, i.e. gstreamer and ffmpeg
- Technologies and methodologies used: VAST/VPAID, VideoJS, Google Analytics, Mixpanel, gstreamer, ffmpeg, React.JS, Socket.IO, Emscripten, WebGL

*Founding Engineer at Clione Labs Ltd.*

From Oct 2014 to Feb 2016

- Brief description:
  - As the first employee, I helped my company to iterate our products with my technical capabilities. I prioritized work, designed architecture, implemented solution.
- Major achievements:
  - Experimented different business and technical solution in two topics:
    1. Indoor physical location analytics and ad-retargeting using iBeacon.
    2. Business Admin on Demand on IM platform such as Telegram and Slack.
  - Designed and implement efficient time series data structure in MongoDB.
  - Designed partly the UI/UX of dashboards for internal communication
  - Used event sourcing as a core architecture choice.
  - Implemented technical solution in Unidirectional data flow before Redux is available.
  - Deploy Meteor JS in production on Heroku instance
  - Designed NLP sentimental analysis POC
  - Contributed back to Meteor community by wrapping momentJS into Meteor compatible packages
- Technologies and methodologies used: MeteorJS, Javascript, jQuery, D3.js, ReactJS, MongoDB, Scrum, Event Source Architecture, RethinkDB, Mixpanel, Socket.IO, AWS stack, expressJS, Heroku

*Software Engineer at MPayme Ltd.(Acquired by Powa Technology Ltd.)*

From Sep 2012 to Oct 2014

- Brief description:
  - Android developer on ZNAP. Helped in evangelizing GIT to whole IT team and the whole IT team used GIT as a result. Streamlined deployment of Android app and reduced deployment process from half day to 1 click.
- Major achievements:
  - Developed the Android client of ZNAP platform - a J2EE based O2O-commerce platform.
  - Proposed, leaded, executed and completed testing and deployment automation of mobile app project. It involves developers from DevOps, Mobile and QA. The result of the project is the median effort to release new version is reduced from 60 minutes to 1 minutes and allow nightly build.
  - Introduced Git to IT and creative department through demo and presentation. Result in full adoption of Git in related departments.
  - Assisted merchant integration team in demonstration of ZNAP platform.
  - Implemented Merchant POS app of ZNAP platform on Android.
  - Collaborated in designing and refining RESTful APIs of the ZNAP platform.
  - Migrated Android build from Ant to Gradle. This future-proofed the build system.
  - Introduced Guava into the team. The team had reduced 30% of bugs introduced and increased our code quality
  - Evaluate different Android UI testing frameworks with QA team. Frameworks such as Robotium, Appium and Espresso.
  - Shared knowledge and report bugs on JIRA and Confluence
- Technologies and methodologies used: RESTful, Java, Android, Guava, Bash, Jenkins, Gradle, Groovy, Robotium, Appium, Scrum, Ant, JIRA, Confluence

*Analyst Programmer at Easyapps*

From Oct 2011 to Sep 2012

- Brief Description:
  - Developer in all projects, focusing on system and mobile.
- Major achievements:
  - Suggested and implemented technical solutions ranging from Coupon system to mobile app full stack solution.
  - Improved and established practices to improve efficiency in technical aspects, such as introduced Hg as version control system.
  - Introduced CodeIgniter to the team. This increased code quality and efficiency of the team.
  - System design and implementation on both client and server side for different clients
  - Designed RESTful API for clients
  - Notable projects: doupons.tv, Pleo rb android app, Infotech android app
- Technologies and methodologies used: RESTful, Java, C#, Android, PHP, CodeIgniter, JQuery, Mobile JQuery, Scrum

*Freelance Programmer at Content Lizenz Agentur*

From Feb 2011 to Jul 2011

- Brief description:
  - In-house developer in Germany
- Major achievements:
  - Developed mobile website and optimized performance of a VOD platform
  - Designed and implemented web services for accessing contents in the VOD platform
  - Developed Android application for club members of VOD platform to access exclusive contents
  - Developed Android application to access free content from Youtube channel of VOD platform
  - Developed and maintained in-house resource management web application.
- Technologies Used: Java, C#, Android, Mobile jQuery, PHP, Wowza

*Research Assistant at The University of Hong Kong*

From May 2010 to Aug 2010

- Refactored final-year project of my team - an E-Hospital system into a framework.
- Created a training session for the final year students in year 2010/11 who were interested in Dr Hui's topic in final year project.
- Created a SDK for further development of my group's final year project.
- Created training materials in development of my group's final year project

*Software Engineer Trainee at Uniforce System Ltd.*

From May 2008 to Aug 2008

- Researched on realistic product display in web.
- Implemented the overall layout of cyberbuy.com
- Communicated with designers, clients and developers to ensure the design of the site is fully implemented.
- Developed plugins for Drupal CMS.

*Programmer Trainee at Asia Solution Corp. Ltd.*

From May 2005 to Aug 2005

- Developed flash game based on Sokuban.

# Side Projects

*Cofounder at CODE4HK*

From Jan 2014 to (Until Hong Kong is great again)

- Brief description:
  - Anything to push our goals forward
- Major achievements:
  - Grew community into >2000 people, with ~50 active community members
  - Held numerous hackathons and events, ranging from social to technical issues
  - Held a Javascript crash course with CityU Apps Lab jointly

*Cofounder at voyage.wine*

From Jan 2017

- Brief Description:
  - I helped in anything that can move the needle forward in giving the best experience for aspiring wine enthusiasts

*Participant in Flir Hackathon*

2015

- Brief Description:
  - Developed a helium airship solution to monitor wildfire using Flir Camera in Android and MeteorJS

*Judge in Technology Challenge in Tech Museum, San Jose*

2016

- Brief Description:
  - The challenge is an annual competition sponsored by tech giants in San Jose to promote STEM education in K-12 schools. Those schools will be represented by their students to compete in overcoming a technology challenge. This year the challenge is about glided miniature plane. I Judged teams from K12 schools based on different technological criteria.