ARTHUR LAU

PROFILE SUMMARY

A developer who is a Chinese University of Hong Kong (CUHK) graduate with 4+ years of experience, seeking for more learning opportunities in the IT industry to enhance personal values gained through project and social experiences. There is a believe throughout my career path that maintaining competitiveness is important via passionate about everything happend around the world.

SKILLS AND ABILITIES

- Strong on problem solving
- Excellent collaboration with cross-functional teams, including designers, product managers, and QA engineers.
- Fast adaptability in picking up new frameworks, tools and project.
- Proactive in analyzing and optimizing code for scalability and performance.
- Passionate about new knowledge, innovative technologies.
- Desire for more learning opportunities

Programming Languages:

- Proficient: C, C++, C#, Java, JavaScript (Vue, React, React Native, Next, Nest, Nuxt, Node, Express), TypeScript, Python, Php, Dart (Flutter), Kotlin, Erlang, Elixir
- Familiar: Go, Swift, Lua, Cobol, R, Ruby, Rust, Fortran

Frontend Development:

- Language & Frameworks: Java (Android), JavaScript (Vue, React, React Native, Next, Nest, Nuxt), TS, Python, Php, Flutter, Swift
- Styling & Design: HTML, CSS, Material-UI (MUI), Tailwind CSS, Bootstrap
- Tools: Webpack, Vite, Babel, Figma(UIUX), Adobe XD
- Concepts: Responsive Design, Cross-Browser Compatibility, Search Engine Optimization (SEO), Accessibility (WCAG)
- Adjustments: Server-side Rendering, state managment by redux,vuex, animation by GSAP

Backend Development:

- Language & Frameworks: C# (.net+core+asp), Java (EE), JS (Express+Node), Python (django, Flask), Go, Lua
- API Development: RESTful APIs, GraphQL, FastApi, Strapi
- Tools: swagger/openAPI, Postman
- Architecture Design Concept: OOP, MVC, SOLID, design patterns(Factory, Builder, Strategy, Repository etc), dependency injection, micro-service, event-driven
- Scalability: load balancing, caching , content delivery network, containerization
- message Broker: Kafka, rabbitMQ
- commuincation: tcp, udp, http(s), mqtt(s), socketIO

Database:

- Relational DB: MySQL, PostgreSQL, MSSQL, SQLite, ISAM
- NoSQL DB: MongoDB, Redis, DynamoDB, Firebase
- Schema Design Concept: normalization, data integrity, query performance

Game Development:

- Language & Frameworks: C# (mediapipe, arfoundation), Flutter, JS (React)
- Engines: Unity,Unreal,Playcanvas
- Tools: Blender,Unity ProBuilder, Unreal World Builder
- ARIntegration: MediaPipe, ARFoundation, Vaforia

DevOps:

- Version Control: Git,TortoiseSVN
- Cloud Platforms: AWS (EC2, S3, Cloudfront), Cloudflare
- Web Servers: Apache, Nginx, IIS
- Deployment: Docker, Kubernetes, Jenkins, Github Action, CI/CD
- Testing: Jest, Selenium, Playwright, Mocha, NUnit, PyTest, JMeter, k6
- Tools: VSCode, VS, PyCharm, Android Studio, XCode, Cursor IDE, CMD
- Debug: Google Developer Tools, ADB (Android Debug Bridge), GPT-assisted debugging
- Project Management: Jira, Trello
- Methodology: Agile, Scrum, Waterfall

CONTACT

- Phone: **4379337316**
- Email: **pingtunglau@gmail.com**
- Github: **https://github.com/hiiamarthur**
- Website: **https://hiiamarthur.github.io**
- Linkedin: **https://www.linkedin.com/in/arthur-lau-363342208/**

PROFESSIONAL EXPERIENCE

Ivm Technology Limited (Full Time)

Senior Software Developer (Aug. 2023 - Feb. 2024) ->
Analyst Programmer (Feb. 2024 - Dec. 2024)

- Developed CMS and Vending POS UI on vending machine by **nestjs** and **embedded js(ejs)** with **HTML** and **CSS, jQuery**
- Implemented Project architectural design, infrastructural and production development on weight oriented vending machine with **MSSQL** as database, N**extjs** as webServer with https API, F**lutter** as Client interface with **Java+Kotlin** connecting signal hardware with Android, **SocketIO** as intra communication
- Created API linkage with machine and payment gateway on C**#**
- Managed **AWS EC2**, **S3**, **Cloudfront**, **Watch, Lamda, CloudFlare**
- Implemented DevOps with auto **CICD** on **GitHub Action**
- Implement customization on **android OS** in motherboard level
- Implemented project architectural design and infrastructure development of revamp ERP System by R**edis** as real-time db, **SQLite** as local db, **MSSQL** as server db, **ejs** as frontend, C**#** as backend with https API, **MQTT** as intra communication

Makeitfun Limited (Full Time)

Software Developer (Jul. 2022 - Aug. 2023)

- Implemented multiple UIUX frontend logic on client admin portal, promotion website using R**eact**, N**extjs** and F**lutter**
- Developed backend API and system design by **Express** having S**trapi** framework linked to **MongoSQL** and **PostgresSQL**
- Implmented **CICD** on **Docker** with **k8s** on **Gitlab**
- Applied POC on self-hosting a Metaverse Server named Mozilla Hubs(hubs) takes **React** as Frontend and **Erlang**, **Elixir** as backend
- Developed game logic using Image tracking on AR foundation and face + gesture recognition on **Unity** with **C#** scripts and **playcanvas** with **WebGL Js** scripts

Flexsystem Limited (Full Time)

Programmer (Jul. 2021 - Jul. 2022)

- Developed tailor made ERP system with both UIUX (Sales, Inventory, Procurement) for various enterprise by **React** and calling endpoints at **C#** which linked to **ISAM** db.
- Revamped UI of a HR system on **React**
- Implemented **RPA** scripts with **Jest**, **Selenium,Playwright**

Excohk Limited (Part Time)

Full Stack Developer (Dec. 2020 - Jul. 2021)

- Developed (OAuth2, Booking) module on a exhibition mobile App using **React Native**, **Expo** as frontend, **Java(EE)** as backend
- Implement Temporal Storage Point by **Dynamodb** and **Firebase**

East Technology Limited (Internship)

Full Stack Developer (Jun. 2020 - Sep. 2020)

- Implemented UX on SPA website using **PHP**, **jQuery** and **JS**.
- Developed CMS with **PHP**, **Apache** and **PHPmyadmin**

Youyu Finance Technology Limited (Internship)

Backend Developer (Jun, 2019 - Aug. 2019)

- Debugged and Unit-tested **Flask** Server API of Youyu Smart Trade App by **Python** scripts towards **MySQL**

Chinese University Of Hong Kong

Undergraduate (Sep. 2017 - Jun. 2021)

- Studied algo, data structure, software development principle
- Developed chord identification project with P**ython**, **Tensorflow**
- Developed room escape + puzzle game with **C#, WebGL,** CUHK restaurant Web by **Vue** and Sports-dating app with **Java**

Self Project

- Developing a AI Itinerary planning App using **Postgres** as db,GPT Api with **FastApi** on **Python**, **Flutter** as Client
- Developed a 3D Chess Game on based on **hubs** with skin customization and add on first person feature