

<div> <div>Personal Summary</div> <div> <p>Full Stack developer with little over one year experience in App, Frontend and Backend development. Equipped with knowledge in various Frameworks, pre-processors and design tools. Experienced with designing, implementing and maintenance of software systems with a good understanding of backend data structures and API's. Proficient in multiple programming languages with attention to detail in programming standards. Able to effectively self-manage during independent projects, as well as collaborate as a part of a productive team.</p> </div> </div>		<div> <div>JERRY CHEN</div> <div>Full Stack Developer</div> <div> <div>Current Location</div> <div>Christchurch, New Zealand</div> </div> </div>	
<div> <div>Experience</div> <div> <div> <div>10 / 2020 - present</div> <div> <div>Applications Developer</div> <div>CanIT Limited. Christchurch, NZ.</div> <div> <p>Worked productively with a small development team and produced Software solutions based on client requirements.</p> <p>Analytically thought through solutions to further increase the security of Software Systems. While scalling, fixing and maintaining the system.</p> <p>Collaborated and worked throughout the entire software process, from Data structuring / Backend development to Frontend design / development and deployment.</p> <p>Produced multiple Web Apps / Apps, connecting Frontend to Backend APIs.</p> </div> </div> </div> <div> <div>Projects - CanIT Limited.</div> <div> <div>Backend device logging and tracking system</div> <div>Team built project using technology stack: Vue, Vuetify, Flutter, AWS, GraphQL. With real time updates across multiple devices using AWS App Sync. And ability to create users and user pools with different privileges using AWS cognito. Deployed both as a Web App / App. System was built to store over hundreds of user data, with tracking and logging thousands of hardware devices and device information. The System also included tracking of hardware stock availability. I was involved both in production of the Frontend Web App aswell as planning of the backend API data structuring + backend AWS lambda functions and resolvers.</div> </div> </div> <div> <div>Automated SMS System</div> <div>Individually built an automated SMS sending system used by multiple software services in the company. This system was built using a Raspberry PI with AT commands being sent to a connected 4G HAT using a backend Python Flask server. The server automatically runs on device boot to reduce the down time of the system.</div> </div> <div> <div>E-commerce</div> <div>Collaborated with a team to build multiple e-commerce Web Apps for local companies connecting to payment gateways such as Stripe and Windcave. I was assigned to build the cart section of the e-commerce Web App and connect to the payment gateways.</div> </div> </div> </div>		<div> <div>Personal Info</div> <div> <div> <div>Mobile</div> <div>021-062-0879</div> </div> <div> <div>Email</div> <div>jchen123.862@gmail.com</div> </div> <div> <div>Web Portfolio</div> <div>https://jellychn.github.io/portfolio2.0/</div> </div> <div> <div>Github</div> <div>https://github.com/jellychn</div> </div> </div> </div>	
		<div> <div>Skills</div> <div> <div> <div>Programming</div> <div>Responsiveness</div> <div>Github</div> </div> <div> <div>Data Structures</div> <div>API</div> <div>Linux / Bash</div> </div> </div> </div>	
		<div> <div>Technical Skills</div> <div> <div>Frontend Development</div> <div> <div>ReactJS . Redux . VueJS . Vuetify</div> <div>HTML . CSS . SCSS . Flutter . Figma</div> </div> <div>Backend Development</div> <div> <div>AWS . GraphQL . NodeJS . ExpressJS</div> <div>Flask . SQLite</div> </div> </div> </div>	
<div> <div>Education</div> <div> <div> <div>2017 - 2020</div> <div> <div>Courses:</div> <div> <div>OOP, Compilers, Data Structures, Algorithms, Graph Theory, Networking, Embedded Systems.</div> <div>Networking:</div> <div>Simulated the RIP routing protocol using Python, graph theory and best path Bellman-Ford algorithm.</div> <div>Computer Graphics:</div> <div>Simulated a 3D scene using C++ and OpenGL with three-dimensional object representations, transformations, projections and rendering algorithms.</div> <div>Group Programming:</div> <div>Pair programmed C++ game connecting peripherals to an embedded microcomputer. Pair programmed Java game using Graphics2D.</div> <div>Compiler:</div> <div>Built a compiler with custom syntax using Python.</div> </div> </div> </div> </div> </div>		<div> <div>Languages</div> <div> <div>JavaScript / TypeScript</div> <div>Python</div> <div>Dart</div> <div>Java</div> <div>SQL</div> </div> </div>	