# JOE FONG

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## PROFESSIONAL EXPERIENCE

**LEAD SOFTWARE DEVELOPER**                                              September 2019 – Present
Tempify – A connected marketplace application for dental temping

*Skills/Frameworks: Node JS, Express, React, Material UI, SendGrid, BrainTree, JWT, MySQL, Wordpress, AWS EC2, Heroku*

- Architected a Node JS design and implemented it by migrating application from Laravel 5.5 to Node JS. Significantly increased HTTP response times as a result of implementation.
- Developed a script in Node JS to compatibly migrate all legacy customer data to most current MySQL database.
- Redesigned and implemented a dashboard UI using React JS and Material UI with industry standard UX
- Developed a robust API using SendGrid for boosting customer acquisition and conversions.

**SOFTWARE DEVELOPER**                                                          July – Present
HigherStack Software – A web and mobile development agency

*Skills/Frameworks:  Linux, Kubernetes, Dockers, AWS, Node JS, React, SEO, CI/CD, WordPress, Contract Management*

- Communicated strategic goals and negotiated contracts for win-win transactions with clients.
- Developed and implemented a robust CI/CD pipeline for software development.
- Analyze user requirements and provide technical solutions to different business challenges.
- Engage in client meetings to discuss UI/UX direction

## PROJECTS

**SOFTWARE DEVELOPER / SYSTEM ADMINISTRATOR**                          December – January 2020
Timely – A project management and time tracking application

*Skills/Frameworks: Linux, Kubernetes, Java, Wildfly, MySQL, Node JS, Express, React, Material UI, JWT*

- Deployed, maintained, and automated containerized applications on OpenShift, specifically for Node JS, Wildfly, MySQL.
- Designed, architected, and implemented a scalable, UX focused responsive front-end design using React with Material UI components.
- Implemented a secure and scalable authentication middleware in Java using JWT that follows industry standards.

**SOFTWARE DEVELOPER / SYSTEM ADMINISTRATOR**                             April – May 2019
Operation Regen – A 2D web-based game inspired by old school classic Mario games.

*Skills/Frameworks: Node JS, Express, React, Phaser JS, MySQL, HTML, CSS, Heroku*

- Developed an open source bare-bones React-Phaser-Node-Express boilerplate to speed up development for future developers.
- Implemented a solution to integrate a 2D game engine, Phaser.js, to be wrapped around React as an embedded component that allowed for data communication between the two frameworks.

## EDUCATION

**DIPLOMA (WITH DISTINCTION) – COMPUTER SYSTEM TECHNOLOGY** BCIT, BURNABY          2020
**BACHELOR OF ARTS – HEALTH SCIENCES –** SFU, BURNABY                              2016