

Lichen Ma

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Skills

Technologies / Spring, NodeJS, Express, AngularJS, React, Android Studio, Git

Languages / Java, JavaScript (ES6), C, C++, Python, SQL, Kotlin, HTML5, CSS3

Experience

Incoming Back-End Developer

Sept - Dec 2019

Intersect

Full-Stack Developer

Jan - Apr 2019

HubHead

- Developed the fullstack implementation of a duplicate workflow detection service for a cloud based multi-user application using **Spring**, **AngularJS**, and **PostgreSQL**
- Added client-side and server-side data validations for an Asset Management web service using **MVEL** and **SQL**, complying with enterprise-level data standards
- Optimized user accounts workflow data structure to display crucial client data and populate internal **Bonita BPM** application for user account administration, adopted throughout the organization
- Designed a SQL optimization job using Obsidian Job Scheduler, periodically removing unused database entries and **reducing process list load times by 20%**

Wireless LAN Engineer

Apr - Aug 2018

Extreme Networks

- Automated REST API regression testing by creating Postman workflows to generate requests and JavaScript Assertions to perform validations, **shortened verification process by 60%**
- Managed the verification process for all user profile API endpoints using **Testlink**, meeting Corporate-level API standards

DevOps Engineer

Jan - Apr 2017

Sept - Dec 2017

Toronto Water

- Automated the generation of Asset data analytics using **Python** for data preprocessing and analysis, **shortened asset report generation process by 80%**
- Architected a network design including **IP addressing** and **security architecture** to provide network access to Power Distribution Units located in the company's datacenter
- Collaborated with the native application team to present a desktop virtualization system, successfully transitioning all Toronto-wide plants to the new system technology

Projects

Javalon - Spring Web Service Board Game

- Developed a real-time web service interpretation of the card-based board game "The Resistance: Avalon"
- Designed the fullstack application implementation featuring user authentication, game-rooms, and real-time game synchronization across devices using **WebSockets**, **Spring**, **AngularJS**, and **H2**

Worldly Goods - NodeJS Web Service

- Developed a web application for recording and analyzing user monetary transactions to determine net worth
- Built the front-end infrastructure using **React** and integrated connections to the **MongoDB** database and **NodeJS** back-end using **Express**, and **Axios**

Education

Candidate for B.A.Sc in Computer Engineering

2016 - 2021

University of Waterloo

3A Term