

Liutong Chen

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Summary

As a self-taught developer passionate about programming and education, I want to make a difference to the world through creativity and technology.

Project Experience

Gomoku Game <https://codepen.io/Liutongchen/pen/OgvmZQ>

- ◇ Project info: A Japanese strategy board game between two players.
- ◇ Tech used: ReactJS

Kicktasks <https://github.com/liutongchen/Kicktasks>

- ◇ Project info: A single-page task management web application that combines a to-do list, pomodoro and a goal monitoring tool that works as scrum.
- ◇ Tech used: ReactJS, Redux, Bootstrap

GZWT Company's Website <https://github.com/liutongchen/Guangzhou-Whole-sale-trading-Co.-LTD>

- ◇ Project info: An ongoing company website for Guangzhou Whole-sale Trading Company, China.
- ◇ Tech used: Bootstrap, jQuery

Battleship Game

- ◇ Project info: A guessing game for two players.
- ◇ Tech used: Python

EDUCATION

Sep.2012-Jul.2016	Guangdong University of Foreign Studies (GDUFS) B.A.in English Culture and Communication	Rank: top 5%
Jan.2017-present	Self-learning Software Development	
Book List:	<i>Secrets of Javascript Ninja</i> <i>Head First JavaScript Programming</i> <i>Head First HTML5</i>	
Course List:	Interactive Programming in Python (Rice University, License 5RT7A7EZAMC5) Python Data Structures(University of Michigan, License XQNKMRQTQHQAU) Building Applications with React and Redux in ES6 (Pluralsight)	

SKILLS

Javascript, Python, ReactJS, Redux, React-Thunk, Bootstrap, JQuery, Gulp, Webpack, Babel, NPM, Postman, HTTP, Git, HTML, CSS