

# Liutong Chen

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<https://liutongchen.github.io/>



## Summary

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

## Project Experience

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**PCs4Kids** <http://www.pcs4kids.org/>

- ◇ Project info: My job as a web developer in this project includes: planning and prototyping new applications, designing the architecture of the components, building development environment, testing sites and applications.
- ◇ Tech used: Javascript

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

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

**IaaS** <https://github.com/liutongchen/iaas-server>

- ◇ Project info: IaaS stands for "Incrementing Integer as a Service". It's a project including a RESTful server as well as a single-page application.
- ◇ Tech used: Node.js, Express.js, Gulp, Postman

### Battleship Game

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

## EDUCATION

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Sep.2012-Jul.2016	<b>Guangdong University of Foreign Studies (GDUFS)</b> <b>B.A.in English Culture and Communication</b>	<b>Rank: top 5%</b>
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Nov.2016-present	<b>Self-learning Software Development</b>
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<b>Book List:</b>	<i>Secrets of Javascript Ninja</i> <i>Head First JavaScript Programming</i> <i>Head First HTML5</i>
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<b>Course List:</b>	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)
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## SKILLS

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