

Chan Chen Bin (Cas)

Family Name | First Name

Tech Enthusiast. Web/Mobile Developer.
<https://nitemarket.github.io>



New Plymouth, New Zealand
caschan90@gmail.com



EXPERIENCE

Lite HQ Ltd, Auckland New Zealand

— Full Stack developer

AUGUST 2017 - PRESENT

As one of a small group of fighters to push product alpha launch. Clear up issues to make MVP work as expected. Slowly restructure and migrate frontend framework to React. 3rd party services integration: Payments, oauth, etc. Server side coding to communicate with frontend.

Izyoo Platform Sdn Bhd, Kuala Lumpur

— Team Lead Web developer

AUGUST 2015 - APRIL 2017

Provide guidance and encouragement to team members. Answer and solve their queries and problems. Oversee coding's quality and reusability. Communicate deadlines and accomplish goals within given timeline.

Izyoo Platform Sdn Bhd, Kuala Lumpur

— PHP Programmer

JANUARY 2014 - AUGUST 2015

Gain knowledge in developing backend system from scratch. Design system based on security aspect. Responsible for frontend and collaborate with designer. Efficiently structure databases. Maintain software documentations.

Industrial Technology Research Institute, Taiwan

— Intern

MAY 2011 - OCTOBER 2011

Learn to work in totally different working culture. Build 3D drawing and apply mechanical simulations. Experience in patent search. Reverse engineering and benchmarking on actual products.

SKILLS

1. PHP
2. Javascript
3. Nodejs
4. React.js
5. Backbone.js
6. HTML5
7. JQuery
8. MySQL
9. MongoDB
10. Git
11. SVN Tortoise
12. Gulpjs
13. Firebase
14. Amazon Web Services
15. Google App Engine
16. Progressive Web App
17. AutoCAD
18. Solidworks
19. Codeignitor
20. SilverStripe

LANGUAGES

English

Professional working proficiency

Chinese / Mandarin

Native or bilingual proficiency

Malay

Limited working proficiency

Cantonese

Professional working proficiency

EDUCATION

Universiti Tunku Abdul Rahman (UTAR), Setapak Malaysia — Bachelor of Engineering (Hons) Mechanical Engineering

JANUARY 2009 - SEPTEMBER 2012

Grade: Second Class (Upper Division). CGPA: 3.092

Chong Hwa Independent High School, Kuala Lumpur — Science Stream

JANUARY 2002 - DECEMBER 2007

Grade: 5As, 3Bs, 1C in Unified Examination Certificate (UEC)

COMPANY PROJECTS

Poker Card Game System

Using Node.js, combining third party module - socket.io, to work out a complicated login that runs multiplayer Texas poker game. Built in-game bot that acts like a “human player” that automatically stand, sit, buy in, call, raise or all in during the game. Game interface and player chat rooms are built with HTML5 canvas.

E-commerce System

Consists of public shopping site as well as admin management dashboard. Account registration is not required to view products, add to cart, checkout and make payment. Administrators are assigned privileges on tasks - user management, product management, purchase and shipping.

Multi-level Marketing (MLM) System

Multilevel structural hierarchy is made up of many members where each member has their registered downlines and the level is repeated downwards for an unlimited time. The positioning of downline affects the bonus calculations or meeting different criteria to achieve maximum benefits for the upline which makes things complicated.

Face Recognition System

Formed a team with three interns to work on this mini project for a short period of time. We applied OpenCV to do face recognition in existing system such as account login, photo album search and friendship mapping. Gain basic knowledge of machine learning on computer vision.

AWARDS

Top 3 Finalist for AngelHack Kuala Lumpur 2016 - O2O Commerce Challenge category

Winner of 4th Prize for Cyberjaya City Hacks in National Big App Challenge 2.0, Year 2015

Finalist for Hilti 2015 IT Innovation Competition - Big Data Analytics

Winner of 2nd Prize for MDeC, Tune Talk, Effective Mobile Data Visualization 24-Hour Hackathon

Winner of 3rd Prize for National Big App Challenge 1.0

Consolation Prize for UTAR National Mathematics Competition 2011 - Category A

OPEN SOURCE PROJECTS

CasPHP — *Clear And Straight-forward PHP framework*

<https://nitemarket.github.io/CasPHP/>

It helps developers quickly write simple and powerful web application & APIs. Emphasizing in cleanliness and simplicity minimizes the duration of understanding framework and allows users start the first line of codes quickly.

FormMessenger.js — *Javascript Plugin*

<https://github.com/nitemarket/FormMessenger.js>

It transforms HTML forms into a conversational chat room. It does not require JQuery dependency. The plugin is built to greatly improve the experience of account registration, login and recovery. With interchangeable forms, if users fail to login, they can easily switch to register new account or recover password in the same chat room without being redirected to another page.

PERSONAL PROJECTS

YouPlace — *Explore Places Together*

A mobile application that saves places that you love or would love to visit, then invite your friends to explore together. It can be your pocket of place collections that remind you of a place when you are nearby. You will no longer have trouble in choosing where to meet when you find common places between you and your friends.

OnBump — *Smart Scheduler Alarm*

It makes meetup smooth so everyone arrives at the same time without wasting each other's precious time. By analyzing realtime road traffic on expected arrival time and comparing the estimated arrival time of all attendees, system automatically fine tune departure time to alert user in a way that minimizes the difference between arrival times of every attendees.

ONLINE COURSES

Coursera

Server-side Development with NodeJS - The Hong Kong University of Science and Technology

Programming Mobile Applications for Android - University of Maryland, College Park

Machine Learning - Stanford University

Udemy

Become and Android Developer from Scratch - Adam Lupu, Learning Scientist & Master Trainer

Learn Android 4.0 Programming in Java - John Purcell, Software Development Trainer

Amazon Web Services

AWSome Day - one day training