**Jun Wang(Mia)**

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**Objective:**

Obtaining a Position as a C++ software developer/programmer.

**Skill summary:**

**OOP** programming of 9 years including **C++, Linux** and so on. Proficiency in tools including **Visual Studio, Eclipse, vim, gdb, gcc,** and so on. Strong knowledge on **SQL, TCP/IP,** **multithread-communication** and **inter process communication**, also good at flash action script , PHP, **python** and so on.

Strong communication, analytical and problem-solving skills.

**Experiences:**

1.**NY Acu. & Chiro PLLC. New York, US**

IT software engineer 12/2016 - now

Doing clinic account management system project .Automating clinic management using by **MySQL, PHP** and **Excel**. Saving at least 4/5 working load handling paperwork. Automation including report forms generation, billing, account receivable, appointment management, and so on. It greatly improve the efficiency and utilization of clinic resources among three different locations.

2.Fantasy & Endless Science and Technology Ltd Shenzhen, China

Senior programmer 10/2014 – 03/2016

Involved in the whole life cycle of a game development. Drew data schema and finalized the architect for the game on MySQL. Utilizing the game design tools. Defined the network bottom communication architecture. Encapsulated the protocol and data packets transmission and multi-thread switching. Developed the game logic, including the role of attributes, fighting ,item, equipment and so on. Executed hot patching in the client.

3.HappyOnline Science and Technology Ltd., China Beijing, China

Programmer 04/2011 – 10/2014

Developing a heavy-duty web online multiplayer game. Was in charge of the server and client with the whole client UI and optimized the database.

Helped and involved varieties of system-wide troubleshooting and bug fixing insistently in the programming codes.

4.ChangYou Science and Technology Ltd., Beijing, China

Programmer 09/2009 – 04/2011

Involved from bottom to top design of “Demi-Gods and Semi-Devils”, Which is a type of heavy-duty online multiplayer game. Took over the original design from the other previous programmers and continued to complete the rest of the required design and ended up with high quality code, stable structure which was highly awarded by the company. Was responsible for developing part of the game modules on not only the client side with UI but also the server.

5.Pixel Software Science and Technology Ltd., Beijing, China

Programmer 07/2007 – 09/2009

Worked as a logical programmer in “Game XX” development which is a MMORP game . Redrew logics and introduced new idea, such as the modules including role attribute, item, pet and so on.

Log analysis tool for analyzing of the massive log on the game server. It helped to refined the game designs, enhanced the playability , increase income strongly and decrease the loss of game players effectively.

Also did the office automation system for the company . The system including attendance, forum, mailbox and many other functions. It took one year to finish it.

**Education:**

2007 Bachelor degree of Computer & Science Shangqiu Normal College