

KENNETH YU

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SUMMARY

I am a web and multimedia developer that has served museums and shopping malls. I have experience working in different teams, developing both back-end and front-end systems, and solving design problems. Knowing clients' and end-users' demands allowed me to provide memorable moments through my works. Having closed more than six projects with satisfied clients in a span of six months as a result.

WORK EXPERIENCE

WARE

October 2024 - Current

Multimedia Developer

- Collaborated with local museums to prep for coming exhibitions.
- Delivered web projects with the LAMP stack, including 2 Web AR apps.
- Suggested hardware and software solutions to use in projects.

Mass Modules

March 2023 - August 2024

Multimedia Developer

- Collaborated with schools, government organizations, and other corporate clients.
- Developed multimedia apps using Unity, Kinect, Arduino and other technologies.

Minidragon

September 2021 - October 2022

Junior Programmer

- Ran a mobile game, which scored 4.8 stars in App Store.
- Used Firebase and created tools to automate common requests.

EDUCATION

CLAP@JC X Generation

May 2024 - August 2024

Junior Full Stack Developer Program

- Practiced using React.js, Vue.js, Express.js, MongoDB and PostgreSQL.
- Completed 5 exercises related to CSS and JavaScript.
- Explored UI design patterns and replicated them.

Technological and Higher Education Institute of Hong Kong

September 2017 - June 2021

B.S. in Multimedia Technology and Innovation (Cumulative GPA: 3.31)

- Got a scholarship from Self-financing Post-secondary Scholarship Scheme - Best Progress Award.
- Participated in graphic design, video editing, and mobile app projects.

SKILLS

- Time management; Communication skills; Analytical and problem solving.
- MUI, shadcn/ui, React, Vue, Figma, Canva, AI image generation
- Vite, TypeScript, Express, Next.js, Redux, MongoDB, PostgreSQL
- Git, GitHub, Cloudinary, GoDaddy, AWS, WordPress