

KENNETH YU

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SUMMARY

As an aspiring developer, my work experience in the multimedia and game field has sharpened my technical, design, and communication skills. Inspired by developers online, I took the challenge of learning web development. I enjoyed exploring the tech/design world and planned to keep exploring meanwhile widening my skill sets.

WORK EXPERIENCE

Mass Modules

March 2023 - Present

Multimedia Developer

- Discussed with clients to collaborate and provide profound experience for end users.
- Integrated API and networking feature, using Microsoft Azure and others.

Minidragon

September 2021 - October 2022

Junior Programmer

- Ran a mobile game, which was rated 4.8 stars (out of 5) in App Store.
- Designed and developed game contents like playable characters and bosses, and debugged them.
- Utilized Firebase as the cloud storage solution.

Mint-Asia

August 2019 - June 2020

Unity Developer (part-time)

- Researched networking solutions for games and apps.

EDUCATION

CLAP@JC X Generation

May 2024 - Present

Junior Full Stack Developer Program

- Collaborated to make a e-commerce website using Next.js and AWS DynamoDB.
- Learned making Single Page Application (SPA).
- Practiced implementing responsive feature, mobile-first development, and automated tests.

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.
- Made projects of VR, AR, and IoT.

ATTITUDES & SKILLS

- Aesthetics; Attention to details; Empathetic; Life-long learning.
- Planning skills; Coordinating skills; Analytic and problem solving skills; Time management skills.
- HTML, CSS, JavaScript, SASS, Node.js, React, Jest, PUG, AWS EC2, S3, Git, GitHub, Webpack.
- Canva, Figma, Framer, Photoshop, Illustrator.