


Ming Yang

 Diploma, Software development [The Southern Alberta Institute of Technology](https://www.southernalbertainstitute.ca/) 2021 - 2023



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Student, [Interview projects](#), Calgary, Alberta, Canada Dec 2021 – Feb 2022

NODEJS/RESTAPI/JWT/Mongodb/React/Python(Django)/HTML/CSS/JavaScript

- Mocked up [a apartment company website](#), including all front-end pages and back-end administration using Django.
- Mocked up [a Driver's license knowledge training website](#). Use React on the front-end and RESTAPI (NODEJS+Express+Mongodb) on the back-end to provide data.
- These two projects are only used to demonstrate skills without commercial purposes.

Software developer, Customer Contracts, Xi'an, Shaanxi Province, China Jul 2020 – Jul 2021

UNITY/C#/PHP/LUA

- Develop the mobile client side of [2d poker casual games](#) using UNITY 2D.
- Use LUA (XLUA framework) to write game scripts for global hotfix/update.
- Developing the server-side of this game using C#.Net Core. Also, use PHP-RESTAPI to provide additional information.

Software developer, Shenzhen Meijie Information Technology, Shenzhen, China Jul 2016 – Jul 2020

PHP/MYSQL/JQuery/HTML/CSS/WinForms/C#

- Develop and maintain the company's website, front-end and back-end using PHP+MYSQL.
- Develop and maintain the company's warehouse management system, scanning barcodes for inbound and outbound storage.
- Develop and maintain the company's parcel tracking system and notify customers by SMS when the parcel status has changed.

Web designer, Personal web design studio, Xi'an, Shaanxi Province, China Feb 2011 - Mar 2016

PHP/MYSQL/JQuery/HTML/CSS/JavaScript/MFC/C++

- Development of web pages based on customer requirements.
- Develop automated work scripts for customers, such as games, offices, crawlers, etc.
- Develop some desktop management software for customers using MFC

STRENGTHS

Passionate and interested in new technologies such as new features, new frameworks and new languages that can be quickly learned and applied to projects based on project requirements.

HOBBIES

Interested in independent game development. Being self-taught UNITY 3D development game using free time.

Preparing to create a YouTube personal channel to learn and share some web development experience and tips.