Ming Chan

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As a dedicated full-time full stack developer with a diverse skill set, I have gained extensive knowledge in optimizing online applications to achieve higher rankings in mobile app stores and search engines.

My expertise lies in integrating analytics tools and leveraging user metrics to drive the direction for further application development. Additionally, I have collaborated closely with the tactics team to effectively promote client applications through social media groups and forums.

With a strong sense of self-discipline and a mission-oriented approach, I am now embarking on a new chapter in my career. I am actively exploring opportunities for cooperations where I can contribute my skills and expertise to enhance your business. Please feel free to reach out to me to discuss any potential areas where I can make a valuable impact. Thank you for considering my candidacy.

Personal Details

Driver's License: B
Eligible to work in the UK: Yes
Industry: Software Development
Total years of experience: 20

Work Experience

Full Stack Developer

DEYEY INNOTECH LIMITED
February 2016 to June 2024

The primary responsibility is to develop and maintain company's web and mobile app applications which are SEO optimised and handling back linking for various web projects. Apart from that, it also requires communicating with project owners, system analysts, front-end developers and UX designers to collaborate project milestones, implementing core modules across for the applications from front-end to cloud based environments and running unit tests for independent components.

Expertise: Flutter, Dart, Firebase, Google GA, Javascript, Solidity, Web3, NodeJS, ReactJS, ReactNative, AngularJS, PHP, Objective C / iOS development, C++, Java, AWS Beanstalk, AWS Lamdba Serverless, AWS DynamoDB, AWS S3, AWS API Gateway, Amazon ElastiCache, RDBMS

IT Instructor

THE CHINESE UNIVERSITY OF HONG KONG
June 2007 to June 2016

Give lectures to high-diploma students in web platform and game technology development. Design course contents and course outlines. Supervise graduation projects and arrange academic activities, such as local media production companies and attending local academic conference.

Visiting Lecturer

THE HONG KONG POLYTECHNIC UNIVERSITY
June 2008 to June 2013

Give lectures in the topics of casual game development and web-based Facebook application development to undergraduate students, coordinated by SAO of the university.

Research Associate

THE HONG KONG POLYTECHNIC UNIVERSITY
December 2003 to September 2005

Mainly focus on developing a mini-scale multiplayer game platform called "Lucid" (funded by ITF by the Government) for rapid multiplayer game developments, in the School of Design. The primary development tools are MS .NET Studio IDE, C++, Direct X 9.0, and 3D Studio Max 6.0. Conduct workshops for tertiary school students in multimedia / design streams of software tool applications.

Research Assistant

THE HONG KONG POLYTECHNIC UNIVERSITY
September 2002 to November 2003

Develop a motion database to form a motion synthesis system for motion data retrieve and storage. Document all key algorithms and comment all key codes. Publish the research results worldwide in terms of conference paper submissions. Edit project demo clips using non-linear video editing tools like AfterEffect and Premier. Conduct workshops for tertiary school students in multimedia / design streams of software tool applications.

Education

Master's in Digital Technology
The Hong Kong Polytechnic University
September 2001 to December 2002

Bachelor's in Physics
Hong Kong Baptist University
September 1997 to September 2000

Skills

- Flutter (4 years)
- Amazon Cloud Service (AWS)
- Web3
- Solidity
- iOS development
- PHP
- React
- React Native
- AngularJS
- jQuery
- Node.js
- JavaScript / HTML / CSS + MySQL
- C++ / C
- Java
- Python

Languages

• English - Fluent
• Cantonese - Expert

Portfolio

https://mingchan.pro

Awards

Outstanding Project Award
January 2015
Outstanding Project Award by IFE, The Hong Kong Polytechnic University January 2015

Gold award in Hong Kong Computer Game-Maker Challenge
March 2003
Gold award in Hong Kong Computer Game-Maker Challenge, Open Group by The Chinese University of Hong Kong March 2003

Salon international des inventions Genève
March 2017
Winner in Salon international des inventions Genève 2017

Publications

Design of Kungfu Motion Library for 3D Game Development
2003
"Design of Kungfu Motion Library for 3D Game Development", 2nd International Conference on Application and Development of Computer Games 2003, Proceeding. pp. 138.