



# ERIC NG

## FULL STACK DEVELOPER

Turku, Finland

Eric is a Full Stack Developer with an impressive array of past experiences, skills, and project work. He has proven his fluency in various programming languages both relating to front- and back-end development. His past experiences including his role as a Lead Developer highlight his ability to work both independently and as part of a team. Moreover, Eric has consistently demonstrated that he has a high level of detail and is able to unleash his creativity at all times. Lastly, he is a strong multilingual communicator. Eric's skill set goes above and beyond, and as such, he is a highly valuable asset to all Software Development companies.

### SKILLS

#### HIGHLIGHTED SKILLS

JavaScript, React.js, C# (Unity).

#### FRONT-END DEVELOPMENT

Accessibility, Angular, Bootstrap, CSS3, Flex-Box, HTML5, JavaScript, Material-UI, React.js, React-Three-Fiber, Redux, SCSS, TypeScript.

#### BACK-END DEVELOPMENT

Axios, Express API, Node.js, PuTTY, REST API.

#### MOBILE DEVELOPMENT

Unity.

#### DATABASE MANAGEMENT

AWS, Firebase, Firebase Authentication, MongoDB, MySQL.

#### DEVOPS

Bash Scripting, GitHub Actions.

#### OTHER

Bitbucket, C#, Game Design, Git, Magic Leap (AR/VR/XR), Mirror Networking, Oculus VR framework, Photon Bolt, Windows OS, Windows Servers Admin, Wordpress Custom Themes.

### LANGUAGES

English - Fluent

Finnish - Novice

Dutch - Native

Cantonese - Intermediate

French - Novice

### ACCOMPLISHMENTS

HTML5 Application Development Fundamentals by Microsoft (February 2020).

Database Administration Fundamentals by Microsoft (March 2019).

MTA Networking Fundamentals by Microsoft (January 2019).

MTA Windows Server Administration Fundamentals by Microsoft (November 2018).

MTA Windows Operating System Fundamentals by Microsoft (September 2018).

CCNA2 by Cisco (2018).

CCNA1 Cisco (2018).

MTA Software Development Fundamentals (C#) by Microsoft (February 2018).

### RECENT PROJECTS

#### Game Project

C#, Firebase, Firebase Authentication, Git, Unity

An early prototype of a Gacha Game that I worked on for the PaperBoard Studio team. My responsibilities for the project included taking ownership of the development of inventory, data handling, and dynamic buff system for the game and its core logic loops. In this game, the character spins to fight the monsters and, after each wave, the players can choose a random buff that can make the character stronger until the end of the level.

#### Game Jam 2021

Git, Unreal, Visual Scripting

I was in a team of 3 other developers who joined the Game Jam event hosted by PaperBoardStudio. The team and I developed a fighting game. I designed the core loop as well as the story for the game.

#### Software Developer

Bitbucket, Drupal, MongoDB, Node, Puppeteer, Virtual Machine

The project was for creating components to deal with data applications received. Ran for 9-12 months and was for the European Union. I was in charge of participating in high-level meetings to discuss the problems of the projects and made sure the data followed the GDPR rules.

### EXPERIENCE

#### FULL STACK DEVELOPER

Integrify | Helsinki, Finland | January 2022 - Present

- Sharpening competence as a Full Stack Developer by collaborating with other developers of different seniorities on a diverse range of projects and real-life challenges.
- Focusing on front-end development with JavaScript, TypeScript, React.js, Redux in addition to other technologies and concepts such as accessibility and animations.
- Building back-end for web-based applications with frameworks such as Node.js and Express.js.
- Covering additional concepts such as API development and documentation, unit testing with Jest, SQL and NoSQL databases, and version control with GitHub.
- Working with DevOps practices (Bash scripting, Docker containers, and CI/CD with GitHub Actions) and Cloud Services with AWS.

#### GAME DEVELOPER

Paperboard Studio | Remote, Finland | August 2021 - December 2021

- Designed the core infrastructure from start to deployment for the games we worked on.
- The aforementioned infrastructure included Inventory, the Saving and Loading processes, and the core gameplay loop.
- Managed the version control systems.
- Communicated the progress to the team.
- Technologies used: Git, Unity, Firebase.

#### GAME DEVELOPER

Turku Game Lab | Turku, Finland | May 2020 - August 2020

- Designed components and incorporated them into an existing AR/XR game.
- Created new features for existing components.
- Migrated old, deprecated functions into new functions.
- Worked on tasks both individually and as a part of a team.
- Technologies used: Unity, BitBucket, XR.

#### RESEARCH ASSISTANT

Turku Game Lab | Turku, Finland | January 2020 - May 2020

- Acted as a lead developer and worked with a team lead to distribute tasks between numerous team members.
- Incorporated the latest hand tracking technology into a custom build network solution for training.
- Worked on usability tests together with a team.
- Assisted different team members.
- Participated in weekly scrums to plan upcoming weeks tasks.
- Technologies used: Unity, Bitbucket, Magic Leap(AR/VR) , Photon Bolt, Oculus Quest 2.

#### FULL STACK DEVELOPER

Turku University of Applied Sciences | Turku, Finland | July 2019 - August 2020

- Removed and modified data based on the privacy requirements of the GDPR.
- Created new components and added them into a custom drupal theme.
- Worked in a full command-line environment without a visual interface.
- Participated in high-level meetings to discuss the progress of the project. Technologies used: Git, Drupal, Linux, MongoDB, NodeJS, Virtual Box.

#### SOFTWARE ENGINEER

Pilvia Oy | Turku, Finland | January 2019 - April 2019

- My job was to assist the team lead, add new components with functionality that would eventually be added on their website.
- Technologies used: Git, NodeJS, Angular, Wordpress.

### EDUCATION

#### B. ENG. IN INFORMATION AND COMMUNICATIONS TECHNOLOGY

Turku University of Applied Sciences | Turku, Finland | September 2018 - Present