

Alex Ling

iOS/Node.js Developer

about

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languages

fluent English
native Cantonese &
Mandarin

programming

iOS/macOS
Development
(Objective-C & Swift),
Node.js, Python,
Unity(C#)

markup

HTML5,
LaTeX & Markdown

Interests

iOS/macOS development, full-stack JavaScript, Unity game development, **Hackathons!**

Education

Since 2013 **B.Sc. City University of Hong Kong** Hong Kong
Majoring in Applied Physics
Minoring in Computer Science

Experience

Summer
2016 **SillyCube Ltd. Hong Kong** Intern Developer
I maintained some internal iOS/Node.js projects, and developed a demo iOS project for the company

Since Nov
2016 **City University of Hong Kong** Student Helper
I worked for AlgebraGamification project and maintained/developed Unity games that help kids to learn basic algebra. I also helped with the distribution process of several apps in Apple App Store and Google Play Store.

Skills

iOS & macOS Development Objective-C & Swift
I have two years of experience in Cocoa/Cocoa Touch development and have published several apps to the App Store/Mac App Store
I am familiar with most frequently used Cocoa/CocoaTouch APIs and some third party frameworks

Node.js backend development JavaScript
I am familiar with building web backend and RESTful APIs using Node.js and I can develop sites with CMS for non-technical people to maintain

Linux Server Administration
I am familiar with some most used Linux distributions for servers (e.g. Ubuntu, Debian and Red Hat) and I am familiar with Linux command line tools and SSH. I can quickly setup stacks like LAMP for development and production
I can also design/set up some most used server databases like MongoDB and MySQL

Mobile UI Design Sketch
I can do basic UI/logo design for mobile apps using Sketch.app and I am familiar with frequently used design patterns in mobile platforms.

Game Development in Unity C#
I can develop cross-platform mobile/desktop games with Unity game engine and I am familiar with the most used Unity APIs.

Works

- Nov 2015 **KonaBot iOS** Swift
An unofficial client for konachan.com. Available on App Store and open source on GitHub
- Feb 2016 **Love Timeline** HTML/CSS/JavaScript
A Valentine's day gift for my girlfriend. Open source on GitHub
- Sep 2016 **CityU Scheduler** Node.js
A web service for CityU students to generate .ics calendar file for their course schedule. Open source on GitHub
- Oct 2016 **KonaBot Mac** Objective-C
A Mac app that downloads images from konachan.com and set them as your desktop wallpaper regularly. Available on Mac App Store and open source on GitHub

Awards

- Apr 2016 **HackUST 2016** Hong Kong
During the HackUST 2016 hackathon, my teammate and I built an iOS app that allows users to pay back small debts between friends via small tasks. Our project got "President's 1 HKUST Student Award" & "Think Out of The Box Award"
- Jun 2016 **AngelHack 2016** Shenzhen, China
During the AngelHack SZ 2016 hackathon, our team built an iOS app that allows users without mobile app development skill to generate a quick prototype of their idea. The project got the grand prize of the hackathon
- 2013 - 2017 **CityU Half Tuition Fee Scholarship** CityU, Hong Kong