

# MOK TOK MAN

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## EDUCATION

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### CHANG GUNG UNIVERSITY

Taiwan

Bachelor of engineering in computer science and information engineering

Sep 18- Aug 22

- The 16th CSIE Final Year Project - Best implementation award
- The 16th CSIE Final Year Project - Jury honor award
- The 16th CSIE Final Year Project - Third place(3rd)

## TECHNICAL SKILLS

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- **Programming:** C | C++ | JavaScript | Python | Swift | Golang
- **Framework:** React | Swift UI | NodeJS | Gin | Go-Zero | ExpressJS | MySQL | MongoDB | PostgreSQL
- **Tool:** Docker | AWS | CI/CD | Unit Testing | Github | Heroku

## PROJECT EXPERIENCE

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[Chat App](#) (Golang, Go-Zero, MySQL, GORM, Redis, Docker, SwiftUI, SwaggerAPI, Websocket)

Feb 23 – present

This app is similar to any communication application on the internet such as WhatsApp, Line, Wechat. It provides one-to-one chatting and group chatting, and the **communication is not only supported with text message, but also sending images, files, audio and video** and save to the device.

- Created basic **end-point APIs with Golang and Mysql**. Such as user management, group management, file upload etc.
- **Applied CoreData as a cache** to store chat data and implemented a notification system to improve the user experience.
- Designed and **implemented a real-time communication system** using **Websocket** including message broadcasting, one-to-one chatting and group chatting.
- **Using Protobuf to define the message type to increase transmission efficiency by sending less message bytes** and providing a **higher serialization performance to increase communication performance**.
- Using a **combination of message acknowledgment strategy, message retransmission strategy, and health checking strategy** for enhancing the **system reliability and message reachability**.
- **Implemented an offline message system** by storing messages as JSON String in Redis.

[Movie Social App](#) (Golang, Go-Zero, MySQL, GORM, Docker, SwiftUI, Swagger API, AWS)

Jun 22 – Dec 22

The main purpose of building this app is to provide some OTT resources (such as Netflix, Disney, etc...) to solve the problem of searching available resources

- In order to increase iteration speed, **refactored the backend APIs from Vapor3 to Go-Zero. And improved development efficiency by approximately double**.
- Provided a fully-resourced application by **integrating the 3rd movie database TMDb and using Web Crawling Tech**.
- Implemented **real-time communication using websocket and goroutine**, providing faster and efficient communication between the server and client.
- To improve reliability of the APIs, **made a mock test to APIs using GoMock**, and achieving test coverage of over 75%
- **Made a sql mock test using SqlMock** to improve data accuracy.
- Implemented automation using **Github Action as CI/CD platform**, running self-defined workflow for building and testing automatically..
- To adapt to different environments, **use Docker as a container**.
- Created a **Kubernetes cluster with up to 5 node on AWS Cloud Service** for testing

## EXTRACURRICULAR EXPERIENCE

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- 2018 CGU CSIE's class president
- 2019 CGU CSIE's vice class president
- 2019 - 2020 CGU CSIE Student Association's Activity Officer
- 2020 - 2021 CGU Hip-pop Social Club's Activity Officer
- 2020 - 2021 Google Student Developer Club's member
- Finalist in 26th International ICT Innovation Service Contest 2021

## OTHER SKILLS AND INTERESTS

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**Languages:** English(TOEIC 660 / 990), Cantonese, Mandarin

**Interests:** Sport, Programming, Design