

James Cheng

Android Developer

An experienced developer who is passionate about Android development and mobile technology seeking opportunities to work in a creative and challenging environment.

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TECHNICAL SKILLS

Android Development

Java, Android studio, Material design, RESTful API, Json, FireBase, Realm, SQL lite, Google Play service, Butterknife, Rxjava

Web Programming

J2EE development, JavaScript, JQuery, PHP, Node.js, HTML 5, MYSQL, Object Oriented Programming, MVC pattern

WORK EXPERIENCE

Android Developer

Kinnov pty ltd [🔗](#)

08/2016 – Present

Melbourne, VIC, Australia

Working as an Android developer to collaborate with ANZ bank to design and implement Point of Sales solutions that are published on ANZ BladePay™ platform

Achievements/Tasks

- Utilised communication skills to consult with stakeholders from ANZ bank to collect requirements and feedbacks on a weekly basis.
- Demonstrated great programming skills by producing 5 fully functional apps on the ANZ BladePay™ platform.
- Improved existing apps by redesign UIs in order to follow the Material design guideline and refactoring project structure.
- Competed with other candidates and helped my company become a major partner with ANZ bank by being the first candidate to deliver fully functional applications that installed on ANZ Blade device.
- Providing prompt response to enquiries and issues reported by clients and other stakeholders and maintaining existing Android apps
- Collaborated with team of 4 developers to design, implement and debug software functions.

EDUCATION

Masters of Computer Science

RMIT University

03/2015 – 07/2016

GPA 4/4

Bachelor of Information Technology

RMIT University

03/2014 – 11/2015

GPA 3.9/4

ANDROID PROJECTS

Abacus POS Lite (07/2017 – Present) [🔗](#)

- Technologies Used: Android development, Java, Realm, RESTful API, ButterKnife, Retrofit2.0, Picasso
- Role Played: Designer, Developer
- POS Lite is the all-in-one Point of Sales (POS) solution. The app is built on ANZ BladePay™ platform to allow business owners to make an order, take debit or credit card payment on the spot, and then e-mail or SMS the receipt to their customers. This standalone application works online and offline.

Abacus Table Pay (03/2017 – 08/2017) [🔗](#)

- Technologies Used: Android development, Java, Realm, ButterKnife, Retrofit2.0, Picasso
- Role Played: Designer, Developer
- This app is built for fine dining restaurants to simplify their payment process, Table Pay enables their customers to select their table, make an order, split bills and finalise payment through the app.

Abacus Air Pay (01/2017 – 03/2017) [🔗](#)

- Technologies Used: Android development, Java, Realm, NanoHttpd, RESTful API, ButterKnife, Retrofit2.0
- Role Played: Designer, Developer
- The Air Pay app is built for business owners to replace their credit card merchant by connecting the BladePay™ directly to Abacus, bypassing PC-EFTPOS and streamlining their workflow

Abacus WaiterPad (12/2016 – 09/2017) [🔗](#)

- Technologies Used: Android development, Java, Realm, ButterKnife, Retrofit2.0
- Role Played: Designer, Developer
- Similar to Table Pay this app is designed for quick food restaurants to simplify their ordering process and increase productivity and customer satisfaction by reducing customer waiting time and keeping queues under control.

Gluten Free 4 U (10/2016 – 10/2016) [🔗](#)

- Technologies Used: Android studio, Java, ButterKnife, Retrofit2.0
- Role Played: Developer, Tester
- This is a customer loyalty app built for Gluten Free 4 U, this app allows Gluten Free 4 U customers to check their loyalty points and keep informed with the company's latest news and promotions

LANGUAGES

English

Full Professional Proficiency

Chinese

Native or Bilingual Proficiency

REFERENCES

Available Upon Request