Tommy Wong

Software Engineer

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Date of birth 18 May 2000

Links Portfolio, GitHub, Upwork, LinkedIn

01 PROFILE

Focused and passionate Software Engineer with 3 years of industry experience in web development, project management, UX design, game development for different projects around the world

02 EMPLOYMENT HISTORY

03/2021 - 09/2022

Senior Web Developer at SOLS 24/7

Kuala Lumpur

- · Work collaboratively with CTO and designer using Agile methodology and Scrum.
- Successfully convinced the tech team to migrate the web applications from Wordpress, and led the team to develop from scratch using NextJS to increase page load speed by more than 3 seconds, SEO ranking, performance, maintainability, user experience and more.
- Introduced code standards and design patterns for developers to follow like replacing JavaScript with TypeScript, scalable folder structure, reusable React components, readable code and more.
- Implemented source control management using GitHub, integrated CI/CD tools such as Vercel, Netlify, GitHub Actions and build commands.
- Built beautiful React UI components that is highly reusable by developers and matches UX designer's prototype by more than 90%.
- Integrated core third-party API and SDK like Firebase, Stripe, Sentry.io, SendGrid, Amazon S3, Vercel, Netlify, and many more.
- Helped to architect a new back-end solution by replacing Firebase with more powerful solution like NodeJS + PostgreSQL.
- Developed an admin dashboard template using React Material UI, that is used across many projects to encourage maintainability and standardization.

01/2019 — 11/2021

Tuition Teacher at The Study Room

Ipoh

- Taught Mathematics, Additional Mathematics, Chemistry and Physics to students ranging from 13 years old to 18 years old
- · Prepared and studied teaching materials for each subject I was teaching
- Conducted both 1-to-1 and massive classes and flexibly adjusted to the environment
- Received good feedback from students, parents and headmistress for improving results of students

03 EDUCATION

Sep 2020 — Jul 2024

University of Malaysia, Sarawak

Kota Samarahan

Bachelor of Software Engineering with Honours

CGPA: 3.54

04 SKILLS	ì
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Git	••••	Vue.js	$\bullet \bullet \bullet \circ \circ$
HTML/CSS/JavaScript	••••	Nest.js	••••
TypeScript	••••	Bootstrap	••••
React.js	••••	Android Development	••••
Next.js	••••	iOS Development	••••
Firebase	••••	MySQL	••••
Agile Methodology	••••	PostgreSQL	••••
Agile Scrum	••••	PHP	••••
Express.js	••••	Python	••••
SCSS	••••	Java	••••
Angular	••••	Docker	• • • • •
Flutter	••••	C++	• • • • •
Dart	••••	Linux	••••
MongoDB	••••	jQuery	• • • • •
Node.js	••••	C#	••••
SQL	••••	Unity3D	••••
Svelte.js	••••		

05 COURSES

Mar 2020 — Mar 2020

CS50x at Harvard University

Mar 2020 — Apr 2020

CS50 Game Development at Harvard University

06 LANGUAGES

Mandarin	
English	





07 PROJECTS

May 2021

Whaleader Logistics (Project Manager)

Ipoh

Whaleader Logistic SDN BHD needs mobile apps for tracking truck driver's delivery. We were gathered to develop 2 mobile apps and 1 CRM to solve the problems the company faced. Project is launched successfully and is used by hundreds of truck drivers daily, with over 2000 orders tracked per month.

- As the project manager, I hired and led a development team of 6 to build a sophisticated internal system for Whaleader Logistics SDN BHD
- Collect software requirements from client, analyze the needs and system, architect technical stack and flows, planned epics and timelines before the implementation phase starts
- Introduced Agile methodology and Scrum to my team and we practiced and work effectively
- Contributed source code in React.js, Express.js, Typescript, and Flutter and review pull
 requests to understand projects from back to back
- Conduct research and surveys with UX designer to plan, design, wire-framing and prototype the mobile and web applications
- Acted as scrum master to break down epics into stories and distribute tasks, managed team members' effort, handle bugs and delays
- Manage the finance of the team, including software development fee negotiation, salary distribution, company expenses, Cloud bills, licensing, budget planning, emergency funds, etc

Feb 2022 — Mar 2022 BarcodeBase Ipoh

This is a small project built to ease my father's Shopee seller workflow. It is a bar-code scanner web application that scans and records the ID of the product sent, to keep track of product delivery and assigned worker. It is built using React.js, Typescript, MantineUI, Next.js, Firebase and Vercel as host platform. Project is successful and is used by my father daily until today.

May 2020 — May 2020 T-Rex 3D Mobile

My first game developed using Unity and C#, it is inspired by Google Chrome's famous offline T-Rex game but this is in 3D! Successfully uploaded to Google Play Store and made over 1000 users in a short period of time.

Demo video

08 INTERNSHIPS

May 2020 — Oct 2020

Mobile Application Intern at AppPay SDN BHD

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- Developed multiple mobile application for company's clients using languages and technologies like Typescript, SCSS, Ionic 4 and 5, Cordova, Capacitor, etc
- Maintained multiple Android mobile applications that were written in native language Java with Android Studio
- Setup Ionic compilation and deployment process for Android and iOS applications to Google Play Store and App Store respectively
- Developed an Angular web application from scratch, connect to back-end REST API, used
 Angular Material and setup source control branching rules
- Aid and support other front-end interns to solve technical issues without interfering my own deadlines