Yap Jia Hong

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I'm an avid learner with the ability to learn quickly a large variety of topics. My personal projects range from simple scripts to automating my workflow to attempting to develop my own programming language, discord bot and music player. I participate in a wide variety of fields in software and am active in the open source community to try and give back to those who helped me so much.

SKILLS

Technical
- Git
- Python
- Rust
- Server maintenance
- Ubuntu

Other
- Copywriting
- GitHub
- Jira

Interests
- Creative writing
- Muay Thai
- Reading
- Sound production

WORK EXPERIENCE

Tong San Chan SDN BHD   **Perak • August 2024 – January 2025**
F&B distributor based in Ipoh
Software Engineer • Internship

- I returned to the company for the second time for my Internship requirement as per my degree.
- Developed an API to serve as the main backend for their operations. This is to replace the outdated system with something more robust and served to ease the development of future applications.
- Developed an invoicing application to generate invoices from customer orders. This is to replace their existing system which was manual and prone to errors.
- Performed system maintenance on servers and regular work PCs to ensure their continued operation and function.

ProximaX   **Kuala Lumpur • April 2023 – June 2023**
Blockchain and software company
Software Engineer • Internship

- I wrote a test suite for their API. Their existing test suite was unmaintained and had broken and outdated tests. I provided complete test coverage and fixed outdated and broken tests. To ensure their tests are reliable.

Tong San Chan Distributors SDN. BHD.   **Perak • January 2021 – April 2021**

F&B distributor based in Ipoh

Software Engineer • Internship

- Developed location tracking to track and trace delivery trucks to determine if the delivery arrived securely at the client.
- Developed a RESTful API with Flask and Python. The API works with the location tracking system. The API receives the truck's current location and notes it in a database.

EDUCATION

Bachelor's in Computer Science

Asia Pacific University of Technology and Innovation •   Kuala Lumpur • November 2024 – August 2025
GPA: 3.5

Joined various hackathons and participated in many networking events.

Diploma in Information and Communication Technology in Information Technology

Asia Pacific University (APU) • GPA: 3.53   Kuala Lumpur • April 2021 – August 2023

Acted as a group leader/team lead for most of my group assignments. Learned how to work with a team and manage one as well.

Cambridge IGCSE

Poi Lam High School (SUWA)   Ipoh • January 2016 – November 2021

Obtained 6As.

PROJECTS

Moon   January 2024 – May 2024

My own programming language, still in its infancy. The goal is to provide users with an easy way to collect and manage data. I started the project on a whim to challenge myself. The challenge is what allows me to learn.

gdb.nvim   February 2023 – February 2024

GNU Debugger (GDB) integration into Neovim to ease C/C++ and Rust debugging. To prevent another window from taking up space just to spawn GDB. Allows you to view code and debug at the same time all in one window.

Tews Circuit   October 2023 – October 2023

Commission work. Developed a discord bot. Skills used during this commission are as follows:

- Python
- Threading
- Asynchronous programming
- Extreme programming (XP)

Pomot   October 2022

A simple pomodoro timer made with Rust as a learning exercise.

Actt   October 2022

An activity timer that tracks what you spend your time doing. It is simple and intuitive to use.

VOLUNTEERING & LEADERSHIP

Solana Hackfest   April 2024 - April 2024

Co-Leader of team   Kuala Lumpur

A Web3 Hackathon where I learned to market a product with attractive slides, speak concisely and clearly, and gained valuable knowledge regarding the Web3 ecosystem as a whole strenghts and weaknesses.