Wen Ting Song

SOFTWARE ENGINEER / DEVELOPER

First Class Honours Computer Science graduate looking for a software engineer role. Adaptable learner who is able to work under pressure, highly adaptable and consistently motivated to learn new skills every day.

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EXPERIENCE

General Motors, Dublin — *Software Engineer Intern*

January 2023 – August 2024 (8 months)

- Al image generator Redesigned and developed user interface using
 React as proof of concept to optimise performance, responsiveness and
 improve user experience. Collaborated with a team of senior software
 engineers.
- Front-end Development Built interactive UI components for a chatbot prototype and worked alongside UX designers for a smooth user experience.
- Research and tests Conducted research and tests on local large language models for better performance and generating reports that helped the team to choose the optimal LLM model.
- Daily sprint and agile meetings Engaged in daily stand-ups which contributed to the team's agile planning. Took ownership of tasks and completed them.

Kings Garden, Dublin — *Front Counter/Kitchen Assistant*

June 2020 - Present

- Communication Took and processed food orders via phone or directly.
- **Opening and closing** Assisted staff with prepping the ingredients and cleaning the kitchen for the opening and closing of the restaurant.
- Sales Managed cash transactions and provided accurate change to customers.

EDUCATION

Technical University Dublin, Dublin — BSc. Computer Science

September 2020 - November 2024

Achieved First Class Honours (1:1)

SKILLS

Programming:

(Java, JavaScript, C, HTML, NoSQL, GDScript, Python, SQL)

Framework:

(React.js, Node.js, Express)

GIT:

(Terminal, VS Code)

Database:

(MongoDB, Supabase)

Game Engine:

(Godot)

Customer Satisfaction

Customer Support

Technical Troubleshooting

Microsoft Office Suite (

Excel, Word, Powerpoint etc.)

Hardware (Laptops, Mobile Devices, Printers/Scanners)

Operating Systems (

Windows, Linux, Android, Mac)

IDE (VS 2023, IntelliJ, Eclipse, VS Code)

PROJECTS

Al Illustrator: Final Year Project

React, Python

Developed a website that allowed users to illustrate stories using AI image generation. Users could create their own illustrated story with a simple given prompt. React was mainly used for this project and was for the core components (Frontend) while *Python* was used for API calls, text manipulation (Backend).

Product's Web App: CRUD and MySQL Database Application

React, Node, AJAX, Express, MongoDB

CRUD web application developed using *React, Node and AJAX*. Consisted of a client server and the client could display to the user various shopping products from the server side. Used APIs, Express and MongoDB.

Birds, Butterflies and Robot

Godot

Collaborated with the team to develop a game in *Godot* that simulates various life forms such as birds and butterflies using boids. End result was fantastic due to good communication, evenly spread workload and the use of GitHub branches.

ACHIEVEMENTS/HOBBIES

First Class Honours BSc.

Learners Irish Drivers
Permit

PC Building

Playing video games

Listening to music