

CALVIN LIM SENG WAH

Software Engineer | DevOps & Automation focused

Software Engineer with 6+ years of experience in application development and automation, actively pursuing a pivot into DevOps/DevSecOps. Leveraging a strong foundation in Python scripting and testing frameworks to transition into infrastructure security. Currently upskilling in CI/CD, through self-directed projects.

TECHNICAL SKILLS

Languages: Python, TypeScript, SQL, Java, Bash Script

DevOps & Automation: Git, CI/CD concepts (GitHub Actions - learning)

Security: OWASP Top 10 (foundational), Secrets Management (basic), SAST concepts

Cloud & Infrastructure: AWS (EC2, S3, IAM - foundational)

EXPERIENCE

Dassault Systemes Innovation Technologies Malaysia Sdn Bhd, Selangor – Software Engineering Specialist

NOVEMBER 2021 – PRESENT

- Developed and maintained production business logic while supporting stable build and release workflows.
- Implemented automated testing using TypeScript and Selenium, improving release reliability and reducing regression risk.
- Built internal Python automation tools to process and update structured data, reducing manual operational effort.
- Prepared and maintained SQL scripts to support data upgrades and ensure consistency across environments.
- Acted as Scrum Master, coordinating delivery timelines and improving team execution visibility.

Securemetric Technology Sdn Bhd, Kuala Lumpur – Senior Software Engineer

MARCH 2021 – SEPTEMBER 2021

- Maintained and enhanced PKI software systems with a focus on secure application behavior.
- Researched and implemented cryptographic standards to strengthen data protection and align with security best practices.

Consolsys Voyager Sdn Bhd, Kuala Lumpur – Software Engineer

NOVEMBER 2020 – MARCH 2021

- Migrated legacy backend business logic into C# .NET, improving maintainability and system stability.

- Developed frontend features using Angular and supported backend integration.
- Created and maintained database scripts to support application migrations and ensure data integrity.

Mexiton Sdn Bhd, Selangor – Game Programmer

MAY 2018 – OCTOBER 2020

- Developed internal tooling to accelerate development workflows and improve reliability of asset management processes.
- Implemented backend services and client API integrations supporting game systems.
- Managed data integrity across MongoDB databases and game assets.

Spike Systems, Kuala Lumpur – Software Programmer

SEPTEMBER 2017 – APRIL 2018

- Developed simulation software using Unreal Engine, implementing control systems, physics behavior, and data integration between virtual systems and hardware consoles.

EDUCATION

Tunku Abdul Rahman University College, Kuala Lumpur – Bachelor of Computer Science In Interactive Software Technology

MAY 2015 – AUGUST 2017

Major Subjects: 3D Game Development, Computer Game Design, Game Technology.

Minor Subjects: Mobile Apps Development, Object-Oriented Analysis and Design, Data Structures and Algorithms, AI, Fundamental of Computer Networks, Graphics Programming.

OTHER CERTIFICATES

- [CERTIFICATE OF ATTENDANCE] Certified Application Security Engineer - Java (February 2025)
- [CERTIFICATE OF COMPLETION] CompTIA CyberSecurity Workshop (December 2023)
- Certified Tester Foundation Level (June 2023)
- Professional Scrum Master I (May 2022)