

Jiang HaoYuan

Software Engineer and Hadooper

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SUMMARY

- Good understanding of concepts in software engineering
- Good understanding of big data landscape
- Experience with building applications and services on a number of platforms
- Experience with solving big problems at scale

PROFICIENCY

Languages: Java, Python, C#, Shell, JavaScript

Tools/Techs: Hadoop, Pig, Cassandra, Elasticsearch, Spring, Vert.x

EXPERIENCE

Software Engineer at Mobilewalla Singapore

May 2014 - Now3

- Maintained and improved data collection modules
- Designed and implemented systems catering to big data analytical requests
- Worked on analytical backend for mobile ad data

Internship at Tigerspike Singapore

May 2013 - Sept 2013

- Worked with Tigerpike Singapore product team on Phoenix Platform(web service)
- Improved load testing for web service modules, worked on new functionalities for documentation site and AWS related components

SCHOOL PROJECTS

Transformers

Final Year Project

- Developed with Python on Blender
- Project explores possibilities of automated 3D mesh cutting

Elemental Tower Defense

Software Engineering on Modern Application Platforms, May 2012

- Developed a tower defense game for iPad
- Created mechanisms that facilitate social interaction

Woof Vs Meow!

Game Development, May 2013

- A turn based strategy game for 2 players developed with Unity3D in C#
- 1st place in 2nd SOC Term Project Showcase

EDUCATION

Bachelor of Computer Science with First Class Honours

May 2014

National University of Singapore

AWARDS

- School Based Scholarship, Anderson Secondary School, Singapore, Oct. 2005
- PRC Undergraduate Scholarship, National University of Singapore, Singapore, May. 2010
- Dean's List, National University of Singapore, School of Computing, May 2012, May 2013