Ian Dong

Full Stack Junior Developer

Last update: June 3, 2025

The online version is available at
 https://IanD1013.github.io/cv

Residence

 Auckland | open to relocate

Email

 ian.tung1013@gmail.com

LinkedIn

 iandong1013

GitHub

 IanD1013

Portfolio

 website

Skills

Technical Skills

- Microsoft stack: C#, ASP.NET Core, Web API, MVC, EntityFramework, .NET MAUI.
- Modern web stack: JavaScript, TypeScript, NodeJS, React, Redux, NextJS, HTML5, CSS3, MongoDB, Vitest.
- UI/UX: Figma, Shadcn UI, Tailwind CSS, Material UI, Bootstrap.
- Infrastructure: Azure, AWS, SQL Server, Docker, Kubernetes.
- Other: Java, Spring Boot, Python, Django, C, Matlab, ArcGIS, Blender.
- Experienced in web development & integration using industry standard technologies and frameworks.
- Experienced with all stages of the Software Development Life cycle and agile methodologies.
- Experienced and knowledge of best practices for software design and architecture.

Interpersonal and Communication Skills

- Client facing skills gained as consultant and IT support.
- Excellent verbal and written communication skills.
- Confident in delivering business or team presentations.
- Experienced in writing detailed specifications and various forms of documentation.
- Fluent in English and Mandarin.

Learning Skills

- Adapting very quickly to various working environments.
- Build up relevant domain knowledge in a short time frame.
- Confident in learning and picking up new technology stacks and frameworks.
- Work on side projects in free time.

Professional Experience

Allsite.ai

Full Stack Developer (Part-time) | Auckland   Mar 2024 — May 2025

> *Contributed to full-stack development of a geospatial visualization platform, focusing on React frontend features and .NET backend optimizations while implementing modern development practices.*

- Enhanced and maintained a React-based frontend application, implementing secure user authentication flows using Microsoft Authentication Library (MSAL) and managing session states.
- Optimized 2D/3D geospatial visualization features using ArcGIS Maps SDK, including camera controls, layer management, and interactive map elements.
- Developed and refined video sequence functionality for 3D map presentations, implementing smooth camera transitions and layer toggling for improved user experience.
- Contributed to the integration of third-party services (Giraffe platform) by implementing data synchronization and exchange mechanisms between frontend and backend systems.
- Improved backend architecture by implementing SOLID principles, including service registration refactoring and modular extension methods, resulting in more maintainable and testable code.

- Enhanced system performance through implementation of advanced C# features including IAsyncEnumerable for streaming responses, compiled queries, and efficient batch processing patterns.

`C#` `NET Core` `ASP.NET Web API` `SQL Server` `Entity Framework` `IoC Container` `React` `Typescript` `ArcGIS Maps SDK for JavaScript` `Docker` `Azure DevOps CI/CD`

Civix

IT Support Technician (Part-time) | Auckland   May 2024 — Current

> *Member of a high performing team that delivers technical support to Civix engineers, surveyors, planners, and administrative staff, resolving hardware and software issues.*

- Automated routine IT tasks using Pulseway and custom scripts (PowerShell, batch) to improve efficiency and reduce manual intervention.
- Promoted the use of an online issue tracker and maintained a comprehensive IT knowledge base by creating and updating documentation, streamlining support and improving response times.
- Facilitated staff onboarding and offboarding, including laptop/workstation setup and access provisioning.
- Installed, configured, and maintained computer hardware, software, networks, servers, and peripherals.
- Resolved hardware, software, and network connectivity issues via phone, video call, ticketing system, Pulseway remote control, and in-person support.
- Collaborated with cross-functional teams to ensure smooth IT operations across departments.
- Demonstrated strong multitasking and communication skills while managing concurrent support requests.

`Powershell` `Bash` `Pulseway` `Microsoft 365 System Administrator` `Entra ID` `Windows` `Linux` `Microsoft Teams`

Allsite.ai

Software Engineering Intern (Full-time) | Auckland   Nov 2023 — Feb 2024

> *Developed and implemented advanced geospatial analysis solutions using machine learning, computer vision, and GIS technologies to optimize urban planning and infrastructure design processes.*

- Developed a Python script using ArcPy and R-trees to reduce false positives in identifying driveways.
- Built a data pipeline to process 400GB of raw parcel data, integrating road information and supporting multiple file formats including zip and gdb.
- Analyzed housing parcel connectivity with Graph Neural Networks to support layout design and accurately determine centroid locations.
- Modified a UNet++ model to detect impervious surfaces in New Zealand with 95% accuracy.
- Created a predictive function to interpolate and forecast rainfall data across multiple years.
- Implemented a kinematic model for vehicle path tracking to optimize road width and enable dynamic control.
- Engineered a Python script utilizing Unity, Blender, and Esri SDKs to automate the creation of dynamic promotional videos showcasing ArcGIS 3D scenes.
- Contributed to internal knowledge sharing by presenting domain concepts and system architecture in a team-wide learning session, promoting cross-team understanding and collaboration.
- Delivered a final internship presentation to the Allsite.ai team and Civix engineers, showcasing project outcomes and impact; recognized by company leadership in a public post celebrating intern contributions.

`Python` `ArcPy` `Machine Learning` `CNN` `GNN` `PyTorch` `Unity` `Blender` `ArcGIS` `ArcGIS Maps SDK for Unity` `Data Pipeline`

Education

University of Auckland - Auckland, New Zealand (Jul 2023 - Feb 2025)
Master of Science in Information Technology

University of Maryland, College Park - Maryland, United States (Aug 2016 - Aug 2021)
Bachelor of Science in Mathematics, Minor in Physics & Computer Science

Interests

Technology | Sports & Fitness | History | Politics | Philosophy

Referees

Available upon request.