Loh Jia Shun, Kenneth

A self-driven software engineer and UX developer looking to create products that change the world!

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WORK EXPERIENCE

REPUBLIK – SENIOR SOFTWARE ENGINEER (FRONTEND)
NOV 2024 – JUN 2025

- Built a cryptocurrency trading platform from scratch with React, TypeScript, and Tailwind, utilising endpoints from OKX and Hyperliquid to provide on-chain functionality for token swaps and perpetual trading.
- Participated in cross-functional communication by coordinating requests from the product manager and backend team lead, and collaborating with a UI designer to create intuitive user experiences for customers.
- Implemented workflow changes to daily standups, sprint planning, and ticket requirements based on experience from past companies to improve developer efficiency and communication effectiveness.
- Left after 7 months as the company had run out of investor funding.

BYTEDANCE – SOFTWARE ENGINEER (FRONTEND)
JUN 2023 – JAN 2024

- Maintained and improved the Trust and Safety Platform, an internal platform that helps employees moderate content on TikTok and collaborate across multiple teams.
- Designed and built a workflow graph visualiser in production with D3.js library on the internal frontend platform (React, Typescript, SASS) which improved cross-team collaboration and moderation efficiency.
- Spearheaded a code quality initiative by implementing scripts to measure and identify code smell metrics and successfully implemented these metrics to be used as part of employee evaluation to measure impact.
- Collaborated across backend and designer teams to draft implementation proposals for new features, and was in charge of presenting them to the team and their execution.

INDEED.COM – UX DEVELOPER
JUL 2019 – MAR 2023

- Worked on Indeed's flagship job search page that allows jobseekers to search, filter, and curate posted jobs.
- Created user-friendly, visually appealing web pages and user flows using React, TypeScript, SASS, and Emotion JS, enhancing overall user experience.
- Developed and documented reusable React components with Storybook, reducing development lead time and improving code review and testing processes.
- Advanced UX research for the mobile search page by building high-fidelity prototypes using Webpack and React, facilitating rapid prototyping and actionable feedback from research participants.
- Represented Indeed at outreach events. Created a Telegram Bot workshop and conducted it at multiple university events to engage university students.

EDUCATION

Bachelor of Computing (Computer Science)
AUG 2015 – JUL 2019

National University of Singapore

- Graduated with Honours with GPA 4.71 / 5.00.
- Awarded the National Infocomm Scholarship (NIS) offered by IMDA.

SKILLS

BACKEND: Java (Spring Boot, Maven, Gradle), Python, Express.js, C#, Shell Script
FRONTEND: HTML, Javascript, Typescript, React, Redux, NextJS, CSS, SCSS, EmotionJS, Node, Webpack, Express, Jest, Cypress, Selenium, Storybook
DATABASE: SQL, MongoDB, Redis
TOOLS: VSCode, IntelliJ IDEA, Git (GitHub, GitLabs, GitKraken), Jira
SYSTEMS: Windows, Unix, MacOS

PROJECTS

LIFC Convention: Leads a team of over 20 members to organise a yearly fandom convention with over 300 attendees.
Domsi: Developed **Domsi**, a powerful web scraping library in TypeScript that simplifies the extraction of DOM elements by integrating styles, attributes, and hierarchy in its selectors: https://kenneth-ljs.com/r/domsi
Snap Console: Created **Snap Console**, a Python 3 library designed for complex user input and output handling, built on the curses library: https://kenneth-ljs.com/r/snap-console