

Mark Toh

SOFTWARE ENGINEER, FULL STACK

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Experience

DataChat

Madison, WI

SOFTWARE ENGINEER, FRONT-END LEAD

Jan 2019 - PRESENT

- Architected an interactive dashboard suite in **React** to create, update, delete, and share live visualizations with a **Golang** server and a swarm of **Python** workers
- Built a data pipeline by consolidating data from third-party APIs such as Google Analytics, Squarespace, and Active Campaign to generate comprehensive reports that drive business decisions using **Python** and DataChat engine.
- Engineered an end-to-end test automation framework using **Jest** and **Cypress** based on Unit Testing, Regression Testing and Behavior Driven Development (BDD) to reduce software development cycle time by 30%.
- Led a team of 5 engineers to design product interface and workflow by constructing custom components in **React** and **SCSS** to deliver features such as file manager, onboarding system, and better user product experience using **React**, **Redux**, and **Sagas**.
- Managed client and project expectations by standardizing code quality, breaking down issues into milestones, and providing detailed code reviews on **Github** to satisfy technical requirements.

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SOFTWARE ENGINEER INTERN

May 2018 - Dec 2018

- Redesigned UI of web application using **React** and **SCSS**.
- Implemented a file manager in **React** coupled with **Restful APIs** for uploading and deleting files in **Go**.

Projects

Portfolio Website

marktoh.github.io

WEB DEVELOPER

January 2020

- Built a responsive portfolio website from scratch using **React** and **SCSS**.
- Showcased creativity and design skills in implementing a clean and modern user interface.

Open Formula 1

marktoh.github.io/open-f1

WEB DEVELOPER

December 2019

- Built a web application for tracking circuits across Formula 1 seasons.
- Mapped locations of 1400 circuits since 1950 using a **Formula One API**, **React**, and **Leaflet** mapping library.
- Exhibited extreme attention to detail in designing the layout and visual hierarchy.

gALPHA Startup Incubator

PRODUCT MANAGER

June 2018

- Lead the development of a mobile app that provides mural information in Black Cat Alley using Augmented Reality.
- Coordinated with the Program Director of Black Cat Alley to establish project requirements.
- Deliver project on time by outlining minimum viable product and distributing tasks effectively.

EDUCATION

University of Wisconsin-Madison

Madison, WI

BACHELOR OF SCIENCE IN COMPUTER SCIENCE, GPA: 3.2/4.0

2018

Skills

Languages JavaScript, Python, Go, SQL, HTML, CSS

Frameworks Jest, Cypress

Libraries React, Redux, Redux-Saga, Leaflet, D3.js, Plotly.js

Tools Unix, Visual Studio Code, PyCharm, Adobe XD, Apple Notes, GitHub

Coursework Networks, Operating Systems, Artificial Intelligence, Cryptography, Databases, Algorithms

Communication English, Malay, Mandarin, Hokkien