

WEI YANG HONG

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I am formally trained in C/C++ used for robotics programming and learning data structures during my first-year studies, and had subsequently moved to scripting languages like python, as well as web development and fell in love with software development. I eventually signed up as a teaching assistant teaching sophomores about the exciting world of building software and the fundamentals of software engineering. I am familiar in the software development life cycle from working alongside UI/UX designers designing wireframes, planning the architecture design and tech stacks used in the application, the actual developmental work concerning scalability and speed, conducting user tastings and finally deployment and maintenance of the software.

WORK EXPERIENCE

SOFTWARE ENGINEERING INTERN, NUS INFORMATION TECHNOLOGY

Singapore | 2019 – 2021

Co-developed a wireless sensor prototype via a 3-tier architecture

- Developed the back-end python scripts required for the sensors to automatically capture data and wireless statistics 24/7.
- Developed a user-friendly configurable web dashboard via React library and Node.js backend for the communication between the database and the dashboard
- [Click here to learn more about the wireless sensor developed from scratch!](#)

Co-developed an automated platform for IoT devices to be connected to NUS campus network

- Developed the HTTP APIs needed for each automated actions and account authentication using Django
- Developed and documented the front-end dashboard alongside a UI/UX designer from a wireframe via React library and Material-UI

SOFTWARE ENGINEERING INTERN, – EDISON SOFTWARE

Palo Alto, CA | 2021 – 2022

Worked alongside QA engineers and UI/UX designers headquartered in China and California to develop an iOS/Android email application

- Developed UI components via React Native and built upon existing/open-sourced native libraries written in Java/Swift for specific unique feature requests.
- Developed and debugged UI screens requested by designers and customers, and eventually released into Appstore/Play store loved by thousands of users.

EDUCATION

BACHELOR OF ENGINEERING - GRADUATION IN MAY 2022

National University of Singapore | Singapore

Computer Engineering

Teaching Assistant for CS2113T Software Engineering and Principles

Current GPA: 4.21/5.0

EXCHANGE- MAY 2021

Stanford University | California

Management Science & Engineering

Took entrepreneurship courses under NUS Overseas College Scholarship

SKILLS

- Software engineering principles
- Git
- JavaScript/React/React Native/NodeJS
- Python2.7, Python3
- HTML/CSS
- Java