




Theo Fabian Ang

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EDUCATION

University of New South Wales

Bachelor of Science (Computer Science)

Sydney, Australia

Sep 2021 - Aug 2024

- WAM: High Distinction (85.4)
- Courses: Data Structures and Algorithms (92); Software Eng Fundamentals (90); Database Systems (98)
- Achievements: Dean's Honours List 2022 (Highly Commended), 2023

Bina Bangsa High School

Cambridge International A Level Curriculum

Jakarta, Indonesia

Aug 2016 - May 2021

- A Levels: 4A* Chemistry, Physics, Mathematics, Computer Science; 1A English General Paper
- Achievements: Accelerated program (Complete HS in 5 years)

EXPERIENCE

Frontend Engineer Intern, Canva

Integrated tables within the help center pipeline and resolved tech debt across the help page

Sydney, Australia

Dec 2023 - Feb 2024

- **Spearheaded** collaboration throughout the project, revisiting requirements with stakeholders, and **drafting** critical design / decision documentation
- **Developed** a reusable table UI component, providing a consistent look across help articles
- **Optimized** content pipeline with **Gson** for efficient HTTP response deserialization to Java objects
- **Completely removed** the use of screenshots to showcase tabular data within help articles for better UX and a11y

Software Engineer Intern, Meyd.it

Developed dashboard components for different types of users within the consumer base

Sydney, Australia

May 2023 - Aug 2023

- **Identified** critical issues from user feedback, **designing** and implementing solutions for them
- **Improved** search performance by **refactoring** current database and optimising SQL queries
- **Automated** the CI/CD pipeline with Elastic Beanstalk, CodePipeline, and other **AWS** services

Technical Officer, TEDX Pasar Baru

Managed the event website and processed ticket purchases / customer queries

Jakarta, Indonesia

Oct 2021 - Jan 2022

- **Set up** the event website on **WordPress**, successfully generating **70+** ticket sales through the platform
- **Collaborated with video production / marketing** on media production and optimal content placement throughout the site

EXTRACURRICULAR

Team Member, UNSW RoboCup (rUNSWift)

Explored different ways to effectively use data from the robots

Sydney, Australia

Mar 2023 - May 2023

- **Modified** rUNSWift's data visualizer to stream the robot's camera feed onto a web app with PixiJS
- **Calibrated** the robot's kick lean, camera, and kinematics settings to match different play environments

Trainee, UNSW CSESOC Training Program

Worked on a 2-month long group project to build a web app of our choosing

Sydney, Australia

Jul 2022 - Oct 2023

- **Developed** a **calendar website** using MongoDB, Express, React, and Node (MERN stack)

Lead, UNSW CSESOC Training Program

Assisted in web dev workshops for trainees and oversaw the development of their group projects

Sydney, Australia

Jan 2023 - May 2023

- **Facilitated weekly meetings** to distribute the workload and help with any technical problems the trainees face

PROJECTS

Orbd

An interactive single player **web browser game** built using React and the ThreeJS 3D animation library. Gameplay incorporates features such as WASD movement and mouse camera panning. Players can create an account to view and store their personal stats

LANGUAGES

<i>Languages</i>	English, Indonesian, Mandarin
<i>Programming</i>	JS/TS, Python, Java, C++, SQL, Haskell, Shell, HTML, CSS
<i>Technologies</i>	React, Node.js, MongoDB, PostgreSQL, AWS, Docker