

Jan Oweong Guo Yong

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EDUCATION

Nanyang Technological University, Singapore

Aug 2018 - May 2022 (expected)

- **Bachelor of Engineering (Computer Science)**

Ngee Ann Polytechnic, Singapore

Apr 2013 - May 2016

- **Diploma in Electronic and Computer Engineering**
- Specialization: Network Systems & Security

EXPERIENCE

Software Developer – Wave Private Limited, Singapore

Sep 2019 – Jan 2021

- Built an internal admin panel and several micro-architecture REST APIs to allow authorised users and event organisers to manage content for the company's mobile application, improving the overall content management efficiency by 40%.
- Collaborated with the CEO to design and implement the company's landing website.

Tech Lead – Snapee Pte Ltd, Singapore

Jan 2019 - Feb 2021

- Digitised the reward redemption process by creating a Telegram bot service to allow over 4000 registered users to manage their rewards earned on the platform, improving the efficiency of the redemption process at physical stores by 30%.
- Slashed the data retrieval duration from the database by 80%, enhancing the overall performance of the Telegram bot services by 20%.
- Collaborated with the mobile application team to plan and convert the Telegram bot into a mobile application.
- Developed a restaurant recommendation web application that recommends nearby restaurants based on their location and dietary preferences.
- Oversaw and addressed network and technical issues that users faced while using the Telegram bot and restaurant recommendation web application to ensure 100% satisfactory customer service.

SKILLS

Programming Languages: Java, Python, JavaScript

Frameworks & Databases: Vue.js, Spring, MySQL, MongoDB, Firebase

Development Tools & Environments: Git, Github, Node.js, Windows, Linux, AWS

ACADEMIC PROJECTS

Multi-Disciplinary Project

United with seven students for a school project to build a robot with the ability to explore a maze, determine its fastest path and recognise images on the maze. Competed against other students in three robot races as part of the project requirement.

- Implemented the algorithm with Python to explore the maze and determine its fastest path.
- Collaborated with team members to integrate the algorithm with the robot via a Raspberry Pi computer and an android application controller.

Key accomplishments: Achieved 6th and 12th place in two out of the three races.

PERSONAL PROJECTS

Sound_Mode - Owner

An open-sourced Dart/Flutter plugin written in Java to toggle different ringer modes on Android smartphone devices and retrieve the current ringer mode on Android and iOS smartphone devices.

More projects available at: <https://github.com/TryingOutSomething>