LIM YEE HAN

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EDUCATION

Renaissance Engineering Programme (REP)   **Aug 2017 –Dec 2021**
Nanyang Technological University
- Concurrent degree – **BEng (Hons) Computer Science (1st)** and **MSc Technology Management**
- Cumulative GPA: **4.58/5.00**
- Awarded the Renaissance Engineering Program Scholarship
- Relevant Coursework: Algorithms, Object Oriented Programming, Net Centric Computing, Databases, Computer Operating Systems and Architecture

University of California, Berkeley (Junior Exchange)   **Aug 2019 –May 2020**
B.A. Computer Science
- Relevant Coursework: Efficient Algorithms and Intractable Problems (CS 170), Introduction to Artificial Intelligence (CS 188), Concepts of Probability (STAT 134), Introduction to Database Systems (CS W186), Operating Systems and System Programming (CS 162)

SKILLS

Programming and IT skills*:*   Go, Java, JavaScript, Python, SQL, Solidity
Languages: English (Native), Chinese (Native)

PROFESSIONAL EXPERIENCE

Software Engineer (Full-Time) – TikTok   **Jan 2022 – Present**
Video Architecture Infrastructure – Video-On Demand
- Architected and developed a video metadata reconciliation service using RocketMQ and MySQL, supporting the core playback service
- Developed and maintained core video playback service in Golang that handles 350k QPS, while providing oncall support to users
- Implemented API endpoints with Thrift RPC framework, to facilitate internal users' requests
- Accelerated the workflow for creating configuration changes by writing and executing Bash scripts

Software Engineer (Intern) – TikTok   **Jan 2021 – June 2021**
Video Architecture Infrastructure – Streaming Media
- Built an internal alarms handling bot with Go that served 150 engineers
- Delivered a feature to query Opentsdb metrics to plot graphs for the preview and analysis of trends in bot messages
- Implemented synchronization of chat creation with Go's sync package, preventing duplicate entries in the MySQL database
- Optimized functions with Channels which reduced runtime of functions with large number of downstream API calls

Software Engineer (Intern) – Funding Societies   **May 2020 – Aug 2020**
Platform Squad & Trade Finance Squad
- Refactored RESTful APIs with NodeJS to perform Express-Validator checks, preventing CSV injection attacks from customers' input
- Developed back-end validation of customers' settings involving inter-service API calls to retrieve Loan setting details, in the event of a front-end validation by-pass
- Delivered front-end feature improvements to internal tooling platform with Angular - changes between version in version history, automated tagging of sales managers to loans, and tagging multiple file uploads to loans
- Implemented validation checks on database tables by writing Sequelize models and migration scripts

PERSONAL PROJECTS

NFTracker – Telegram Bot
Accessible at: https://t.me/NFTracker_bot | : *https://github.com/YeeeeeHan/NFTracker*
- NFTracker is a Telegram Bot written in Golang to monitor the floor prices of NFT collections on OpenSea
- Server deployed on Heroku, with Postgres attached as a database to store user information
- In-memory go-cache package used to cache floor prices of frequently queried collections

NiftyRewards – ETHAmsterdam Hackathon
Accessible at: http://www.niftyr3wrds.com/ | : *https://github.com/NiftyRewards*
- An NFT rewards platform connecting merchants to NFT collections, allowing collections to provide real-world utility
- Allows NFT holders to discover and track rewards associated to their tokens
- Backend server coded in Golang and Postgres, deployed on Heroku
- Awarded 3rd place by Web3Auth sponsor