


# LIM YEE HAN

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## EDUCATION

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### Renaissance Engineering Programme (REP)

*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)

*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

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### Programming and IT skills:

Go, JavaScript & Nodejs, TypeScript, Solidity, Python, SQL

### Languages:

English (Native), Chinese (Conversational)

## PROFESSIONAL EXPERIENCE

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### Blockchain Engineer – Firerock Capital

*Web3 Game Integration*

- Architected the integration of the game into the Polygon network, by introducing ERC-721 & ERC-20 tokens and a web3 marketplace into the game.
- Developed, tested, and deployed solidity smart contracts with Hardhat, to handle token minting and token distribution
- Integrated web3 solutions such as Wagmi, Web3Auth, Ethers.js into frontend marketplace to ensure seamless user experience
- Developed backend server with NodeJS, Express, Typescript

### Software Engineer – TikTok

*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

## PERSONAL PROJECTS

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### Minority Game – Fullstack Nodejs & Solidity App

Accessible at: [minority-game-dapp-front-end.vercel.app/](https://minority-game-dapp-front-end.vercel.app/)

- 2-option lottery game where the option with the least votes will walk away with the pooled money
- Developed with React (Frontend) and Nodejs (backend), Smart contract written in Solidity
- Postgres database to store question and vote information

### NFTracker – Telegram Bot

Accessible at: [https://t.me/NFTracker\\_bot](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 3<sup>rd</sup> place by Web3Auth sponsor