Choon Wei Tong

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I am a capable and efficient programmer who is always seeking ways to improve in coding. I am knowledgeable regarding typical programming patterns and practices that can be applied over many different languages, allowing me to be a fast and efficient coder. I am currently seeking graduate software engineering positions for 2023.

Technical Profile

Languages: Java, Python, C, C++, JavaScript, SQL, Ruby, PHP, Astra, Vega-lite

Frameworks: React.js, Node.js, Spring Boot, JUnit, Tensorflow, Keras

Technologies: Git, Linux, GraphQL, Docker

Education

University College Dublin   **Sept. 2018 – May 2022**

BSc (Hons) Computer Science **[First Class Honors]**   Final GPA: 3.73/4.2

Work Experience

CrimsonLogic Pte Ltd.   **July 2022 - July 2023**

Software Developer

- Enhanced the LicenseOne system under the development team.
- Implemented workflows, services and entities to handle additional features based on the requirements.
- Managed a complex form engine to manipulate the user interface.
- Tracked reported bugs using Azure DevOps and updated the state and progress of the fixes for QA to review.
- Fixed urgent production bugs that have been reported.
- Utilized technologies such as Spring, Hibernate and MySQL and attended Daily Scrum meetings.

Projects

Deep Learning for Resource Allocation in Edge Computing | Java, Python, Kafka   **October 2021**
- Streamed data between Java and Python simulators using Kafka in order to run a Deep Learning algorithm which will predict the best resource to allocate a task to.
- Individual project
- Wrote a 40-page thesis based on the research regarding the topic and the results obtained from running simulations.

Comic-Maker | Java, HTML, CSS   **August 2021**
- Application logic developed in Java and GUI is developed with JavaFX toolkit.
- Allows comics to be exported as HTML files or GIFs

E-Commerce Store | Spring Boot, Bulma, Stripe, PostgreSQL, GitLab   **March 2021**
- Spring Boot MVC framework with a web payment system implemented with Stripe
- Designed and implemented a modular, extendable, and easily maintainable architecture for the overall system.
- Project is completed in a group of 4.

Scrabble | Java, JavaFX   **May 2020**
- Game logic implemented using the Java and GUI is developed with JavaFX toolkit.
- Project was completed in a group of 3.

Skills and Competencies

Soft Skills

Teamwork: Collaborated with other programmers for multiple projects. Projects are completed in sprints with a rotating scrum master.

Communication skills: Active participation in group projects as communication is key for efficiency and productivity.

Time Management: Ensure that all my assignments and duties are completed in time by utilizing all the time available while taking healthy and reasonable breaks in between. This allows me to produce better quality work.

Initiative: Undertake small projects on my free time. For example, simple android games, web designing and practice questions on CodeForces.

Hard Skills

Graphic Design: Adobe Photoshop

Video Editing: Adobe Premier Pro

Video Streaming: OBS, Streamlabs

Information Visualization: Tableau, Vega-lite

Microsoft Office: Word, Excel, PowerPoint, VBA

Data Analysis: Python, Jupyter Notebook, Keras, Tesnsorflow

Scholarships

University College Dublin
- UCD Partial Scholarship (Total of €36000)

References

Available on request.