

Darren Lim

Software Engineer

Greater Los Angeles Area, CA

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Skills

Front-End: Javascript, Kotlin, Dart, JQuery, HTML, CSS, AJAX, Axios

Back-End: PHP, Python, Laravel, Flutter, Oracle SQL, MYSQL, MongoDB

Tools: AWS Codecommit, AWS S3 Bucket, Android Studio, Git, Github, Microsoft Visual Studio Code, Postman, DBeaver, Microsoft Teams, Zoom, Trello

Professional Experience

KW International - kwinternational.com

Aug 2020 – Nov 2022

KW Warehouse Android App

Handles Inbound and Outbound Orders in Warehouses

- Utilized **Kotlin** and **XML** to scan barcodes, send API requests, and manage package delivery data
- Reduced code and cognitive complexity of the codebase **by 10%** utilizing material-dialogs, OkHttp, and different jetpack libraries
- Aggressively documented software and codebase to streamline process for the engineering team
- Integrated a custom swipe-action menu solution for item deletion, dialog, and other UI useability

ServiceQuick Android App

ServiceQuick Department Package Data and Route Management

- Incorporated **Flutter** and **Dart** to overhaul the previous legacy app
- Launched the application in the allocated quarter **cutting deadline estimates by 25%**
- Collaborated with various users and managers to gain perspective of operational requirements
- Organized code structure under a **MVC design pattern** for reduced complexity and rapid prototyping

Business Solutions Service Website

In-house Website for Company and Client Business and Logistics Use

- Created procedures such as automating document creation to **streamline employee efficiency**
- Formulated SQL code to obtain precise filtered data and **decrease website load by 10%**
- Performed regular end to end tests of newly developed systems and fixed emerging bugs
- Managed user feedback and updated functionality to user's specification and satisfaction
- Accelerated the deployment of a new program with a **performance improvement of 200%**

Education

University of California, Irvine

Sept 2016 – Mar 2020

Bachelor of Science: Computer Game Science