



SANGAY WANGDI

Software Engineer

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🌐 <https://github.com/devsangay>

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📍 Thimphu, Bhutan

📅 April 06 1998

👤 PROFILE

Front-End Engineer with more than 3 years of experience specializing in Angular, TypeScript, and modern UI frameworks. Skilled in building responsive, high-performance web applications with a focus on clean, scalable code and seamless user experiences.

🎓 EDUCATION

Bachelors of Engineering in Information Technology

College of Science and Technology (RUB)

2018 – 2022

75.4%

High School

Pelkhil School

2017

66.75%

💼 WORK EXPERIENCE

Software Engineer (Project Lead)

SELISE Bhutan, Thimphu

January 2025 – Current Date

Projects:

- Led the revamp of a large-scale enterprise project, significantly improving workflows, user experience, and overall application smoothness through a modernized UI.
- Replaced legacy technologies with modern frameworks and tools, enhancing application scalability, performance, and alignment with current industry standards.
- Performed code optimization and refactoring to reduce load times, improve responsiveness and ensure maintainable architecture.
- Contributed to Subscription and E-commerce (Eshop) platforms by developing and delivering key features that boosted business efficiency and supported high-volume user interactions.
- Collaborated closely with cross-functional teams, including design and backend, to deliver high-quality, production-ready features under tight deadlines.
- Ensured high standards of code quality, performance monitoring, and best practices through regular code reviews and continuous improvement initiatives.

Associate Software Engineer

SELISE Bhutan, Thimphu

July 2022 - December 2024

Projects:

- Proficient in UI libraries including Angular Material, PrimeNG, and Tailwind CSS, with hands-on experience implementing them in real-world projects.
- Worked as a Frontend Developer on an internal project. Estimation Portal, designed to manage cost and resource estimation for software projects.
- Applied best practices in creating utility classes, managing global variables, and building dynamic mixins to ensure scalable and maintainable code.
- Implemented responsive design for a large-scale enterprise project across various screen sizes. ensuring performance optimization and clean, maintainable code.

CERTIFICATES & TRAININGS

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- Computing Education Research — Uppsala University, Sweden 10 ECTS | Autumn 2020 (Responsible teacher: Assoc. Prof. Anders Berglund)
 - ICACIT 2021 — International Conference on Advanced Computing and Intelligent Technologies Participant | March 2021
 - Red Hat System Administration I (RH124) — Certificate of Attendance, March 2021

PUBLICATION

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- Choden, K., Yang, J., Wangdi, S., & Berglund, A. (2021). Studying abroad: Experiences of Bhutanese IT Engineering Students. IEEE Frontiers in Education Conference (FIE 2021). IEEE.

SKILLS

Programming Languages

- JavaScript, TypeScript, SQL, HTML CSS, and SCSS, with basic knowledge of C and Java.

Frameworks

- Angular, React, NextJs
- Tailwind CSS, SCSS/SASS, PrimeNG, Angular Material, Material UI

Version Control and Collaboration

- Git, GitHub, Trello
- Linux, Windows

SOFT SKILLS

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- Problem-solving. Agile methodology. Team collaboration. Code optimization, Clean code.
 - Responsive design, Debugging, Communication

REFERENCE

Mrs. Yeshey Samdrup (Sr. HR Generalist , Human Resource)

SELISE Bhutan

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