Di Kun Ong

Frontend Software Engineer



github.com/dikunong



me@dikunong.nz



+64 21 059 0238

linkedin.com/in/dikun-ong

Education

Bachelor of Engineering @ University of Auckland

Software Engineering, First Class Honours | GPA 8.0/9

Mar 2018 - Nov 2021

Awards:

Dean's Honours List (2021, 2020) Academic Potential Scholarship (2016)

Leadership

Sir Colin Maiden Scholar

UoA Dean's Leadership Programme | 2020

Selected as one of 30 participants for a development program based on future leadership potential.

Video Director

Auckland Engineering Revue | 2021

Directed a cast and crew of 50 to create videos for a student-run show, including a short film with 1.4K views.

Executive Member

Software Engineering Student Association | 2021

Organised events for the software engineering cohort and enacted a reform of the club's executive structure.

Tech Manager

Auckland Engineering Revue | 2019-20

Lead a technical theatre crew in a high-pressure live performance environment for a student-run show.

Talk to me about...

Languages: TypeScript, JavaScript Frameworks: React, React Native

Design: Storybook, Figma, CSS-in-JS, CSS Modules Libraries: Redux (with Redux-Saga, re-reduced &

reselect), Recharts, Ant Design, React Intl

Testing: Jest, React Testing Library, Mock Service

Worker

Devops: Git, AWS, Concourse, Docker, Netlify

Experience

EROAD

Software Engineer

Jan 2023 - Present

- Built the frontend of a web app tool to visualise & reduce carbon emissions from vehicle fleets, currently in pilot testing before launching to 3800+ customers.
 - Designed a RESTful API specification using Swagger and OpenAPI.
 - Implemented React UI components and Redux state management using TypeScript, including customised data visualisations with Recharts.
 - Wrote unit and component tests as well as a mock API using React Testing Library and Mock Service Worker.
- Managed the summer internship programme by supporting and mentoring 9 interns and running weekly catchups and programme events, resulting in 4 candidates being rehired as full-time graduates.
- Secured \$97,000 in funding from Callaghan Innovation by driving teams to define intern R&D projects and writing documentation to a strict deadline.
- Organised and emceed fortnightly sprint demo sessions, coordinating across 32 teams and speaking to the entire engineering department.

Software Engineer Graduate

Jan 2022 - Jan 2023

- Rebuilt the mobile React Native Storybook while upgrading it from v5 to v6, driving adoption of a unified design system across three teams.
- Self-taught a minimally documented embedded React PowerBI reports solution, diagnosing and fixing a complex P1 bug within six weeks of joining that team.
- Improved web SPA build times by 40% by introducing esbuild-loader into the Webpack toolchain.
- Reduced time-to-deploy from staging to production from multiple days to minutes by implementing a Slack reminder system for gate PR reviews.
- Organised event logistics, designed the competition structure and emceed the 3-hour presentation session for the annual company-wide hackathon.

Software Engineer Intern

Nov 2020 - Feb 2021

• Created a feature to bulk close short unassigned driving time in a North American ELD solution using Java, Spring Boot, and PostgreSQL, saving the largest customer US\$110,000 a year in admin costs.

ecoPortal

Software Configuration Intern

Sep 2019 — Feb 2020

• Created a data pipeline connecting third-party services using AWS Lambdas written in Node.js, saving the Client Success team hundreds of hours per year.

Projects

Nerds Oppose Society

May 2021

• Designed the UI in Figma and implemented frontend React components for an online version of Cards Against Humanity, earning a 100% mark on a team of 4.

FEEDR



feedr-frontend
Figma UI



Jun - Oct 2021

• Designed and implemented the React frontend of a web dashboard visualising user feedback from mobile app store reviews, earning an A+ mark with a partner.