

Di Kun Ong

Frontend Software Engineer

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Experience

EROAD

Software Engineer

Jan 2023 — Present

- Currently the sole frontend engineer building a new tool to reduce carbon emissions in fleets. Creating components with **React**, **Redux** and **TypeScript** with rapidly evolving requirements as part of iterating on a greenfield product.
- **Managed nine interns** for the summer internship programme, supporting them in weekly catchups, organising R&D projects and preparing documentation for Callaghan Innovation.
- Organising and emceeing fortnightly sprint demo sessions, **coordinating across 32 teams** and speaking to the entire engineering department.

Software Engineer Graduate

Jan 2022 — Jan 2023

- Rotated across four teams serving a variety of product domains, such as building UI for a **React Native** app for a North American ELD, and migrating customer data & analytics reporting to an embedded PowerBI **React** solution.
- Overhauled the Mobile Community's **React Native Storybook** documentation, improving design communication across multiple company projects.
- Helped **organise the annual 24-hour hackathon** event, including designing the competition structure, managing logistics, and emceeing the presentations.

Software Engineer Intern

Nov 2020 — Feb 2021

- Created a feature to enable bulk closure of short unassigned driving time in a North American ELD solution using **Java**, **Spring Boot**, and **PostgreSQL**, saving customers **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

GitHub: [nerds-oppose-society](#) | Figma: [Hi-Fi Prototypes](#)

May 2021

- Designed the UI and helped implement the frontend of an online version of Cards Against Humanity, using **Figma** and **React**.

FEEDR

GitHub: [feedr-frontend](#) | Figma: [Hi-Fi Prototypes](#)

Jun — Oct 2021

- Designed and implemented the frontend of a dashboard webapp visualising large scale user feedback from mobile app store reviews, using **Figma** and **React**.

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 & Community

Video Director

Auckland Engineering Revue | 2021

Directed a large cast and crew to create a series of videos for a student-run variety comedy theatre show, including a 12-minute short film with over 1,400 views.

Auditor

Software Engineering Student's Association | 2021

Organised events for the software engineering cohort and lead a major reform of the club's constitution.

Sir Colin Maiden Scholar

UoA Dean's Leadership Programme | 2020

Completed a programme that identified future leaders in Engineering, developing our skills and experiences.

Tech Manager

Auckland Engineering Revue | 2019–20

Managed all technical aspects of a student-run variety comedy theatre show, including leadership of a lighting & sound crew in a high-pressure live environment.

National Champion & Top 10 International

Microsoft Office Specialist World Championship | 2014–16

Qualified and placed 6th, 9th, and 5th over three years in a global competition for Microsoft Office certifications.

Talk to me about...

Languages: TypeScript, JavaScript, CSS

Frameworks: React, React Native

Design: Storybook, Figma

Version control: Git, GitHub

Libraries: Redux, React Testing Library, MSW

Devops: AWS, Concourse, Docker, Netlify