

Di Kun Ong

Frontend Software Engineer



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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



nerds-oppose-society



[Figma UI](#)

- 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

Jun — Oct 2021



feedr-frontend



[Figma UI](#)

- 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.