JUN MING OOI

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Eligible for UAE Golden Visa

EDUCATION

New York University Abu Dhabi, UAE   Sep 2020 – May 2024
- B.S. in Computer Science, Minor in Interactive Media   *Present GPA 3.73 / 4.00*

Sunway Cambridge GCE A-Levels, Kuala Lumpur, Malaysia   Jan 2018 – June 2019
- A*AAA in Further Mathematics, Mathematics, Economics, and Physics
- SATs 1550 / 1600

RELEVANT EXPERIENCE

Center for Interacting Urban Networks (CITIES), NYUAD - Abu Dhabi, UAE www.citiesair.com
Software Developer   Apr 2023 – Present
- Spearheaded the development of a back-end system from scratch in **NodeJS** and **PostgreSQL** for fetching and aggregating third-party air quality sensor data for 13 schools in Abu Dhabi.
- Designed and implemented a REST API for displaying the collected real-time air quality data.
- Configured and deployed a server on **DigitalOcean**, implementing CI/CD pipelines to automate deployment.
- Designed and developed a front-end data visualization project with new data from 2000+ users with **React** and **Google Charts**, improving data-driven decision-making for the school community.

Human-Data Interaction Lab, NYUAD - Abu Dhabi, UAE
Research Assistant   Oct 2021 – May 2022
- Built interactive visualizations for the course Database Management Systems using **React** and **d3.js** for algorithms such as Linear Hashing, Extendible Hashing, Bloom Filters, R-Trees.
- Implemented the visualizations such that they are clear and is used as teaching material for course students.

The Gazelle Newsletter - Abu Dhabi, UAE
Web Chief   Oct 2021 – May 2022
- Maintained a 5-year-old codebase for a student newsletter that serves over 1000 viewers a month.
- Communicated with management stakeholders to discuss and implement new internal features for administrative uses.
- Handled on-boarding and mentored new cohorts of junior web team members.

Unix Lab, NYUAD - Abu Dhabi, UAE
Unix Lab Monitor & Learning Assistant   Sept 2021 – Dec 2021
- Tutored/assisted a diverse group of over 30 unique students with CS/CPE assignments.
- Provided tailored guidance to students with code and ideation for their classes, projects and internships.
- Taught and provided learning resources for core CS concepts such as trees, hashing and depth-first search.

eMasons Solutions - Kuala Lumpur, Malaysia
Software Developer Intern   Sept 2019 – Apr 2020
- Developed an iOS app for a visitor management kiosk using React Native from scratch, starting from project ideation to project execution.
- Ported a facial-recognition Python library into a reusable module in Swift, later used in multiple projects Taught and provided learning resources for core CS concepts such as trees, hashing and depth-first search.
- Engaged in an Agile/Jira based environment, presenting progress and integrating feedback from end clients every two weeks.

PERSONAL PROJECTS

Battleships Clone – Full-stack battleships clone with a twist on the gameplay mechanism. Made with **NodeJS**, **Express** and **React**. Supports single player against my BOT and online multi-player.

Tea Blog – A tea-review site made using **GatsbyJS** integrated with **Contently**, a headless content management system

Skeeball Dungeon– Created an interactive game with a physical skeeball-machine connected with programmed microcontrollers as input for a digital **JavaScript** game

SKILLS

- Languages: English, Malay, Hokkien, Mandarin (Conversational)
- Computer Languages: JavaScript/HTML/CSS, SQL, Python, C++
- Frameworks/Tools: React, NodeJS, ExpressJS, NextJS, DigitalOcean, Git, Linux, Bash, Pytorch, d3.js
- Others: Photoshop, Illustrator, Figma, Canva, MS Office, Google Suite, Unity, Fusion360