# Jing Hui PANG | 彭竞辉

Building Systems That Scale, Adapt, and Endure | Full-Stack & Al-Driven Engineer | Relentless Learner

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## **Professional Summary**

I'm a high-impact software engineer renowned for rapidly architecting scalable, enterprise-grade solutions that convert complex challenges into tangible business outcomes. Starting my career immediately after Polytechnic, I swiftly rose to lead critical engineering initiatives at ByteDance and Pixium Digital, building mission-critical backend systems that serve over 180,000 global users. At ByteDance, my mastery of distributed system principles, JavaScript (Node,js), Go, Java, and advanced Redis caching delivered substantial operational efficiencies, trimming development costs by 67%. At Pixium Digital, I spearheaded strategic infrastructure optimisations—boosting web application performance by 62.5% and accelerating deployment times by 80% through Terraform and Docker. Certified in Data Science and Machine Learning from MIT-IDSS and currently pursuing a part-time BIT degree at NUS, I pair relentless curiosity with hands-on expertise across cloud platforms (AWS, Terraform, Docker) and DevOps practices. Thriving in fast-paced, complex environments, I galvanise cross-functional teams to deliver innovative, reliable, and cost-effective software that propels business growth.

## **Experience**

## Software Engineer, Project Manager — ByteDance

December 2023 - Present

- Architected and delivered large-scale enterprise solutions on ByteDance's internal Feishu App Engine using JavaScript (Node.js), Go, and Java, supporting mission-critical HR, finance, insurance, and legal applications, servicing over 180,000 global employees and reducing manual processes by up to 600-800 man-hours monthly per project
- Drove requirements analysis and system design, acting as the key liaison between business stakeholders and technical teams; translated complex business requirements into scalable software solutions (e.g., Human Capital Management (HCM), legal workflows, HR automation), achieving user adoption rates consistently above 75%, significantly exceeding internal benchmarks
- Designed and deployed high-performance backend services using distributed architecture principles, Message Queues, and Redis-based caching,
  resulting in latency reductions of over 50% and achieving system uptimes of 99.95% for large-scale transactional operations, directly improving
  operational reliability
- Pioneered reusable low-code modules and frameworks, enabling rapid feature rollouts and integrations, reducing project development timelines by approximately 40-50%, thereby significantly accelerating business responsiveness and internal innovation
- Optimised operational workflows by implementing innovative low-code solutions, achieving nearly 67% cost reduction compared to traditional
  development, saving the business approximately 500-700 man-hours per month per major project, fostering agile innovation and substantial cost
  efficiencies
- Led internal training and knowledge-sharing initiatives, mentoring junior engineers on best software engineering practices and technical architecture, improving project delivery speed by up to 30% across the engineering team

## Full Stack Software Engineer, Tech Lead — Pixium Digital

March 2021 - December 2023

- Led full-stack projects in Elixir/Phoenix, JavaScript/TypeScript/React, and PHP/Yii2, achieving 100% on-time delivery
- Automated deployments using Terraform, accelerating environment setup and releases by 80%
- Managed Docker-based PHP/Nginx/PostgreSQL environments, enhancing stability and reducing downtime by 70%
- Designed advanced data schemas, improving integrity and reducing data processing time by 50%
- Optimised MySQL/PostgreSQL queries, boosting analytics dashboard performance by 62.5%
- Developed detailed technical documentation, cutting support queries by over 40%
- Maintained 80% client satisfaction rate, securing repeat business and revenue
- Oversaw UAT, reducing deployment defects by 60%
- Mentored junior engineers, improving code quality and reducing bugs by nearly 30%

## Full Stack Software Engineer Intern — Pixium Digital

September 2020 - February 2021

- · Developed robust web and mobile apps in Docker-based environments, boosting efficiency and client retention
- Built Flutter-based mobile solutions, integrating APIs, surpassing client expectations by 20%
- Executed rigorous User Acceptance Testing (UAT) and API testing, cutting defects by over 40%
- Crafted detailed technical documentation, improving team productivity by up to 30%
- Designed efficient data schemas, reducing query times by 25%
- Deployed scalable Docker-powered WordPress sites, reducing deployment effort by nearly 50%
- Enhanced project management skills with agile methodologies, streamlining client interactions

## **Education**

## Bachelor of Information Technology - National University of Singapore

July 2025 - 2030

• Actively pursuing a part-time BIT degree at NUS to sharpen my technical edge and broaden architectural depth — driven by a belief that the best engineers never stop learning

## Diploma in Information Technology — Singapore Polytechnic

April 2018 - May 2021

- Specialised in UI/UX Design and Data Structures & Algorithms, building strong foundations for software engineering
- Delivered a Java-based full-stack final-year project for Sentosa Development Corporation in a collaborative five-member team
- Created promotional design assets as an active SP Arts Council member, enhancing event engagement using Adobe Illustrator and Photoshop
- Recognised consistently as a standout performer with SP Vocal Talents, achieving multiple awards at local and international competitions

## **Projects**

#### Elixir - Phoenix Framework

- Revolutionised a client's workflow by engineering an advanced file management system with a nuanced search algorithm (AWS Textract integration, Levenshtein & Lemmatisation), achieving a complete shift from manual to automated processes and leading to a 80% productivity boost
- Developed and scaled a responsive web application with an integrated RESTful API, utilising product identification API, FFmpeg and ImageMagick, resulting in a 60% efficiency increase in business operations
- Architected a comprehensive internal company platform, encompassing performance reviews, leave and remote work scheduling, sales pipelines, and
  room booking utilities. Seamlessly integrated a WhatsApp bot and an internal activity dashboard, collectively boosting organisational efficiency and
  streamlining employee workflows
- Streamlined the room booking process for a top-ranked engineering university in Asia by architecting a responsive and intuitive system, resulting in a
  marked elevation of user efficiency and user satisfaction rates

#### PHP - Yii2 Framework

- Innovated a multi-faceted web platform amalgamating messaging, friendships, and payments, thereby enhancing user interaction and financial transactions within the ecosystem
- Conceived and executed a robust training platform with dynamic scheduling and traceable lesson logistics, substantially improving training efficiency and oversight capabilities
- Pioneered a cutting-edge digital dashboard that provides real-time data analytics, specifically focused on agricultural operations like farm analytics, leading to informed decision-making for stakeholders
- · Engineered and launched a game engine featuring seamless Zoom integration, winning significant client acclaim

#### TypeScript

 Designed and developed a real-time web-based game using TypeScript and Socket.IO, significantly boosting organisational cohesion and promoting team collaboration

#### Dart - Flutter

- Orchestrated a comprehensive mobile application centered around farmers, seamlessly integrating task management with IoT-enabled animal health
  analytics, thereby revolutionising agricultural practices
- Conceived and launched an engaging sports prediction mobile application in Dart (Flutter), leading to a remarkable 50% increase in user adoption and
  engagement rates within a short timeframe

## Java - Academic Projects

- Digital Service and Incentive Platform for Sentosa Development Corporation (SDC)
- Spearheaded the full-stack development of a multi-role digital platform using Java and NetBeans IDE
- Architected a user management dashboard with CRUD functionalities, enhancing administrative workflows
- Implemented a dynamic announcement and notification system to facilitate seamless communication
- Engineered a point-based incentive system with feedback mechanism for improvement and user engagement
- Amplified user experience through the inclusion of web-based mini-games and a rewarding redemption feature

## **Certifications and Awards**

## Data Science and Machine Learning: Making Data-Driven Decisions - MIT Schwarzman College of Computing

January 2024

Completed an advanced course on **Data Science and Machine Learning**, focusing on transforming complex datasets into actionable insights. This certification highlights my ability to leverage machine learning techniques to make data-driven decisions, essential for optimising business processes

Credential ID: PYCYNIRT

## 3rd Place in Final Year Project: Digital Service and Incentive Platform - Sentosa Development Corporation (SDC)

January 2018

Achieved 3rd place for a project that was recognised among the top 10 in the Singapore Polytechnic 2018 cohort. This project involved designing a comprehensive digital platform for the company, effectively demonstrating my expertise in requirement gathering, leadership, and the delivery of innovative solutions in a competitive environment

## **Skills**

- Programming Languages: Python, Elixir, JavaScript, Bash, TypeScript, Dart, Kotlin, Java, PHP
- Frameworks & Libraries: Node.js, Phoenix, LiveView, Yii2, React, Flutter, Tailwind CSS, Vue, jQuery
- Web Technologies: HTML5, SCSS, CSS
- Databases & Management: MySQL, PostgreSQL, Firebase Realtime Database, DynamoDB, MariaDB, TablePlus, MySQL Workbench
- Infrastructure, DevOps & CI/CD: AWS, Terraform, Docker, Redis, Grafana, Nginx, Apache, Git, GitHub, Jest, Postman
- Tools & Data Formats: Trello, Markdown, JSON, YAML
- IDEs & Editors: Vim, Cursor, Trae, Visual Studio Code, Android Studio, NetBeans
- Operating Systems: macOS, Linux
- Other: FFmpeg, ImageMagick, Figma, AdobeXD, Vibe Coding, Prompt Engineering, ChatGPT, DeepSeek, Doubao, Claude, Gemini, Kimi, Meta Al