





ERIC TANG

SOFTWARE ENGINEER | FULL STACK WEB DEVELOPMENT

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SKILLS:

- JavaScript (ES6), TypeScript
- React, Node.js, Next.js
- CSS (SCSS, Tailwind, Emotion)
- PHP, Laravel, MySQL
- HTTP, RESTful API
- Apollo GraphQL
- Git, AWS, Docker
- Agile methodologies
- Unit testing (Jest, PHPUnit)

WORK HISTORY:

MathsOnline, Sydney

Software Engineer

05/2024 - 09/2024

- Led a major refactor of legacy CRM integrations**, applying Domain-Driven Design principles to decouple core business logic from API changes, modernising system architecture while ensuring a seamless transition for existing automations.
- Optimised database performance** by leveraging Laravel features such as Eloquent query builder, read replicas, and caching strategies (Redis), resulting in a 30% reduction in production database load.
- Enabled efficient client-side rendering (CSR)** by integrating AJAX calls with Laravel APIs and Blade, reducing server processing load and enhancing user experience with faster UI interactions.

Writer's Toolbox, Auckland

Software Engineer

01/2022 - 04/2024

- Played a key role in the end-to-end development** of an industry-leading SaaS product for NZ schools, which **drove \$10.5k+ in revenue** on its initial day of launch.
- Automated 60% of the manual processes** within the client onboarding tool, significantly **reducing IT support costs** by ensuring a seamless onboarding experience for new customers.
- Improved UI responsiveness for a data visualisation tool by 1000%**, applying deep understanding of React render cycles and performance optimisation techniques.
- Upgraded legacy internal systems** with modern APIs and new features, introducing workflow automations and boosting the content team's operational efficiency by 40%.
- Led the research for technical infrastructure upgrades**, focusing on migrating backend to microservices for scalability and implementing data warehousing (ETL) for enhanced analytics.

PROJECTS:

[Tracker.GG](#) | [GitHub](#)

- A website for tracking and analysing League of Legends player statistics, allowing users to search player profiles, view their matches, and see their performance metrics in real-time.
- Technologies: Next.js (React, TypeScript, Tailwind CSS), Riot Games API, Jest, Vercel (cloud hosting).

[TaskZen](#) | [GitHub](#)

- A full-stack task tracking app built with native web technologies, emphasising core web development principles and software design best practices, such as DIP and repository pattern.
- Technologies: JavaScript, HTML, SCSS, Node.js (TypeScript, Express), PostgreSQL, Jest, Render (cloud hosting).

EDUCATION:

University of Auckland

Bachelor of Science, Computer Science & Psychology

2019 - 2022

Achievements:

- Certificate of Outstanding Achievement in 5 core computer science courses.

References upon request