

ERIC TANG

SOFTWARE ENGINEER | FULL STACK WEB DEVELOPMENT

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SKILLS:

Programming Languages: JavaScript (ES6), TypeScript, PHP (7+), Python, SQL

Frontend: React, Next.js, HTML, SCSS, Tailwind CSS, Apollo GraphQL Client

Backend: Node.js, Express.js, Laravel, REST APIs, GraphQL, MySQL, SilverStripe CMS

DevOps & Methodologies: Git, Docker, AWS, CI/CD, Agile, Object-Oriented Programming, Test-Driven Development

WORK HISTORY:

MathsOnline, Sydney

Software Engineer

05/2024 – 09/2024

- **Optimised database performance** by implementing replication, Redis caching, and ORM optimisations using Laravel, reducing database load by 20%, lowering server costs and improving application responsiveness.
- **Optimised frontend performance and SEO** by strategically balancing SSR and CSR, integrating template engines and RESTful APIs to decrease page load times by 40% and enhance UI interactivensess.
- **Led a major refactor of legacy CRM integrations** by developing a PHP SDK to decouple core business logic from API dependencies, improving system scalability, maintainability, and cross-team collaboration through more reusable and feature-rich CRM integrations.
- **Technologies used:** JavaScript, JQuery, PHP, Laravel, CodeIgniter, MySQL, REST APIs, PHPUnit

Writer's Toolbox, Auckland

Software Engineer

01/2022 – 04/2024

- **Improved UI responsiveness for a data visualisation tool by 1000%**, leveraging React memoisation and window capturing to optimise render cycles, significantly reducing load times and driving user engagement.
- **Built an import wizard that automated 60% of client onboarding processes**, cutting IT support costs by 33% and accelerating onboarding for new customers, improving the overall business operational efficiency.
- **Played a key role in the end-to-end development of a SaaS platform** for online examinations, improving the reliability and efficiency of exams across NZ schools, generating \$10.5k+ revenue on its initial launch day.
- **Led research and developed POCs** for microservices and ETL-based data warehousing using Kafka and Spark, paving the way for a distributed backend, enhancing infrastructure scalability and business analytics.
- **Collaborated with content, UX/UI, and product teams** to modernise an internal CMS tool, implementing intuitive UIs and SilverStripe API integrations to automate workflows, resulting in 30% faster content delivery.
- **Technologies used:** JavaScript, TypeScript, PHP, React, Node.js, GraphQL, SilverStripe, MySQL, PHPUnit

PROJECTS:

Full Stack Task-management App | [GitHub](#)

- Developed a task-management app with robust CRUD operations and user authentication, applying software architecture principles including Dependency Inversion, Repository Pattern, and testable service logic.
- Set up automatic deployments to cloud-hosting environments using GitHub CI/CD, Render, and Neon.
- **Technologies used:** JavaScript, TypeScript, HTML, SCSS, Node.js, Express.js, PostgreSQL, Jest, Render.

Game Stats Dashboard | [GitHub](#)

- Designed, developed, and deployed a real-time analytics dashboard for League of Legends, integrating the Riot Games API to fetch, transform, and display live data such as player performance metrics on a clean UI.
- **Technologies used:** TypeScript, Next.js, React, Tailwind CSS, Riot Games API, Jest, Zod, Vercel.

EDUCATION:

Bachelor of Science - Computer Science & Psychology

The University of Auckland

2019 – 2022

Achievements: Certificate of Outstanding Achievement in 5 core computer science courses.

References upon request