

ERIC TANG

SOFTWARE ENGINEER | FULL STACK WEB DEVELOPMENT

ericdtang.com | [linkedin.com](https://www.linkedin.com/in/ericdtang) | [github.com](https://github.com/ericdtang) | erictang1201@gmail.com | +61 42 3853 101 | Sydney, Australia

SUMMARY:

Dynamic and proactive software engineer with 3 years experience developing innovative web applications using JavaScript, React, PHP, and Laravel. Proven track record of optimising application performance, developing robust APIs, and creating responsive user interfaces. Skilled in modern development frameworks and best practices, with strong focus on creating scalable, maintainable solutions that deliver real engineering value. Seeking to join a team that values lasting technical excellence, a collaborative mindset, and continuous professional growth.

SKILLS:

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

Frontend: React, HTML, CSS/SCSS, Redux, Tailwind CSS, Next.js, Browser APIs

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

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

EXPERIENCE:

MathsOnline, Sydney

Software Engineer

05/2024 – 09/2024

- **Engineered a modular PHP SDK** to decouple core business logic from CRM API dependencies, following Domain-Driven Design (DDD) principles to achieve clean, testable, and maintainable code, enabling seamless refactoring of highly coupled legacy code, while supporting feature-rich CRM integrations that enhance customer engagement.
- **Optimised database performance** by implementing DB replication, caching, and ORM optimisations using Laravel, reducing database load by 20%, lowering server costs and improving overall application responsiveness.
- **Built responsive UIs using jQuery and JavaScript**, leveraging AJAX and HTML templating for efficient API interactions and server-side rendering, boosting page-load speeds by 40% and achieving a smoother, SEO-friendly user experience.
- **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 90%**, leveraging React memoisation and window capturing techniques to optimise render cycles, reducing load times by 10x and significantly enhancing the user experience.
- **Architected efficient, secure GraphQL APIs and backend services in PHP**, streamlining data flows and enabling faster, more scalable data processing, handling 500+ concurrent client requests while maintaining sub-200ms response times.
- **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.
- **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.
- **Led research and developed POCs** for microservices and ETL-based data warehousing using Kafka and Spark, paving the way for a distributed backend system to enhance infrastructure scalability and data analytic capabilities.
- **Technologies used:** JavaScript, TypeScript, PHP, React, Laravel, GraphQL, Node.js, SilverStripe, MySQL, PHPUnit.

PROJECTS:

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

- Developed a task-management app with robust CRUD operations and user authentication, focusing on software architecture principles such as dependency inversion, repository pattern, and testable business logic.
- Set up automatic deployments and integrations with cloud-hosting environments using GitHub, 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 developer API to fetch, transform, and display live game data and players' performance metrics on a clean, intuitive UI.
- **Technologies used:** TypeScript, Next.js, React, Tailwind CSS, Riot Games API, Jest, Zod, Vercel.

EDUCATION:

Bachelor of Science - Computer Science & Psychology | University of Auckland

2019 – 2022

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