Lim Fluoryynx

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PROFESSIONAL EXPERIENCE

Ant International | *Software Engineer* — December 2024 – Present

- Developed AI-powered UI automation framework integrating RAG, custom MCP orchestration, and YOLO-OCR for natural language-driven testing across Android/iOS/web — reduced manual testing effort by 80% and accelerating regression cycles by 3x
- Designed and implemented REST API sidecar endpoint with middleware client over HTTP, decoupling test execution from message broker dependencies to improve system modularity
- Built Python-based AI evaluation pipeline including automated data collection, response assessment algorithms, and prompt optimization system to enhance model performance metrics by 55%
- Designed and implemented comprehensive test automation infrastructure using TestNG and Selenium, and developed reusable component libraries following SOLID principles and design patterns
- Identified 80% of defects in code review phase through systematic analysis of code changes, design patterns, and API contracts
- Guided junior engineers on automated testing approaches, test case design, and defect tracking workflows
- Recognized with Technical Savvy Award for exceptional technical contribution, strong project ownership, and commitment to engineering excellence

LeapSeed Sdn Bhd | *Freelance Software Engineer* — May 2024 – August 2024

- Developed and optimized web applications using PHP Laravel
- Built dynamic, responsive UI components using modern JavaScript (ES6+), HTML5, and CSS3
- Designed and implemented secure RESTful APIs with comprehensive error handling

Juris Technologies | *Part Time Software Engineer* — February 2024 – May 2024

- Developed API integration layer for assignment request system
- Engineered complex PL/SQL stored procedures, database triggers, and optimized queries in Oracle Database for business logic implementation
- Implemented new features and enhancements to existing enterprise applications
- Collaborated with product managers, business analysts, and cross-functional development teams to translate business requirements into technical specifications and deliverable solutions

Juris Technologies | *Intern Software Engineer* — November 2023 – February 2024

- Developed end-to-end features using PHP backend with MySQL database integration and JavaScript frontend
- Wrote clean, maintainable code following team coding standards and design patterns
- Conducted systematic debugging using IDE debugging tools and logging frameworks, performed root cause analysis on software defects
- Created technical documentation including UML class diagrams, sequence diagrams, entity-relationship diagrams, and system architecture documentation

OPEN SOURCE CONTRIBUTIONS

codefuse-ai/CodeFuse-Embeddings — November 2025 – December 2025

- Contributed features to scale and optimize embedding model training infrastructure: implemented Ray distributed training for multi-node GPU clusters, added encoder-only model support, developed gradient accumulation for memory optimization, and integrated LoRA/PEFT fine-tuning to reduce training costs by 60%

codefuse-ai/SWE-CARE — November 2025 – December 2025

- Engineered data collection pipeline using GraphQL API to fetch and process GitHub PRs, implemented ML-based difficulty classification algorithm (Easy/Medium/Hard), constructed structured task JSON datasets, and created reproducible evaluation instances from 5+ open-source repositories

Key Technical Projects

ROS-Based Autonomous Navigation System | *Python, C++, ROS, LiDAR, Computer Vision* March 2024 – October 202

- Integrated 2D LiDAR and 3D depth camera sensor fusion pipeline for real-time pose estimation with 95% accuracy in dynamic environments
- Implemented and benchmarked three SLAM algorithms (Cartographer, Gmapping, Karto), optimizing loop closure detection and map consistency for complex indoor navigation scenarios
- Developed obstacle detection and avoidance system using KD-tree algorithm and point cloud descriptor matching
- Built voice-controlled command interface with natural language processing, integrating cloud API for real-time robot interaction and autonomous task execution

Intelligent Tutoring System (ITS) | *Java, Algorithm Design, Git*　　　　　　March 2023 – October 2023

- Designed and implemented code-similarity detection engine using Abstract Syntax Tree (AST) alignment and Levenshtein-based variable mapping algorithm, achieving 92% accuracy in plagiarism detection
- Integrated similarity scoring module into automated grading pipeline

Nine Men Morris Game | *Java, JavaFX, Software Design, Git*　　　　　　　March 2023 – June 2023

- Developed full-featured game application in agile team of four, implementing MVC architecture and following Object-Oriented design principles (SOLID, design patterns)
- Created comprehensive software design documentation including UML class diagrams, sequence diagrams, interaction diagrams, and architectural design rationale
- Implemented build automation and deployment pipeline, compiling cross-platform executable JAR files for macOS and Windows distribution

Academic Background

Monash University Malaysia　　　　　　　　　　　　　　　　　　　Selangor, Malaysia
Bachelor of Software Engineering (Honours) – First Class　　　　　　*March 2021 – November 2024*

- **CGPA: 3.913/4.0** | **WAM: 83.175%** | **Dean's Honour List:** 2022, 2023, 2024
- **Jeffery Cheah Entrance Scholarship** recipient for academic excellence
- **Relevant Coursework:** Advanced Algorithms & Data Structures, Software Architecture & Design, Object-Oriented Programming, Database Systems, Artificial Intelligence, Software Engineering Process, Software Quality Assurance, Computer Architecture, Distributed Systems

Awards & Recognition

Technical Savvy Award, Ant International (2024) – For exceptional technical skills and engineering excellence
Dean's Honour List, Monash Faculty of Engineering (2022, 2023, 2024) – Top 10% academic performance
Gold Medal, PESTA TRIZ 2022 Competition by Malaysia TRIZ Innovation Association
Qualification Round, Shopee Code League 2022
Second Runner Up, ENG2801 Sustainable Development Design Competition
Top 6 Finalist, Monash Hackathon 2021 Open Category

Technical Skills

Programming Languages: Python, Java, JavaScript, C++, C, SQL (PL/SQL), PHP, HTML5, CSS3
Backend Development: REST API Design, Microservices Architecture, Message Queues (Kafka), Middleware Development, Server-Side Logic
Frontend Development: ReactJS, JavaFX, Responsive Design, Cross-Browser Compatibility, UI/UX Implementation
Frameworks & Libraries: Laravel (PHP), NodeJS, TestNG, Selenium, ROS, Spring (familiar)
AI/ML Technologies: RAG Systems, Computer Vision (YOLO), Reinforcement Learning (MDP, Q-learning), Model Training & Evaluation
Database Systems: Oracle Database, MongoDB, SQL Server, Database Design, Query Optimization, PL/SQL
DevOps & Tools: Git/GitLab, Docker, CI/CD Pipelines, Postman, DBeaver, Android Studio, Anaconda, MATLAB
Software Engineering: System Architecture, Algorithm Design, Design Patterns, SOLID Principles, Agile/Scrum, Code Review
Specialized Skills: SLAM Navigation, Distributed Systems, API Integration, Automation Engineering, Performance Optimization