Huang Lie Jun

Software Engineer

EXPERIENCE

NodeFlair — Freelance ReactJS Software Engineer

AUGUST 2018 – SEPTEMBER 2018

`React Rails` `SASS` `Ruby Rails` `PostgreSQL`

Designed and implemented a responsive UI/UX revamp for a talent acquisition web application, delivering frontend and service features for invitation-offer pages and messaging.

UrbanZoom — Freelance Dialogflow Software Engineer

JUNE 2018 – JULY 2018

`Express` `Google Cloud` `Dialogflow` `Twilio`

Engineered a Dialogflow application for property valuation and extended the agent to Google Assistant using Actions on Google, and to Twilio call service using Twilio Voice.

LittleLives — Contracted Software Engineer, NUS CS3217

APRIL 2018 – JUNE 2018

`Swift` `UIKit` `Vision` `Azure Face`

Integrated an attendance-taking iOS application with extensible face detection and recognition services, designed interaction interfaces and architectured the application in VIPER design pattern.

ShopBack — Software Engineering Intern

DECEMBER 2016 – MAY 2017

`ReactJS` `SASS` `Mocha` `Chai` `Sinon`
`Laravel` `Eloquent` `PHPUnit` `Mockery` `MySQL`

Deployed key user, content and cashback management features, contributed to consumer site UI/UX marathon, delivered production fixes and maintenance.

DSO Laboratories — Emerging Systems Intern

MAY 2015 – JULY 2015

`C++` `OpenCV` `OpenMP` `Intel IPP`

Researched and implemented object-tracking on normalised inputs. Optimised and analysed tracking using multi-threading and multi-processing technologies.

CONTACTS

✉ hliejun.dev@gmail.com
 github.com/hliejun
 linkedin.com/in/hliejun
www hliejun.github.io

LANGUAGES

`English` `Chinese`
`Java` `JS` `Swift`

CERTIFICATIONS

Certified Ethical Hacker
EC Council CEH certification for year 2016/17.

LEADERSHIP

NUS Students' Computing Club RAG Creative Director (2017)
Led creative directions for stage designs, story flow and scene transitions.

NUS Students' Computing Club Deputy Welfare Director (2016)
Organised student welfare programmes for student engagement and wellness.

Singapore Armed Forces Deputy Manpower Officer (2013)
Managed financial assistance cases, disciplinary charges, prison visits, induction programmes, unit interviews and personnel postings.

English Drama Club (High School) Vice-Chairman (2009)
Managed training sessions, club morale and discipline, communications between staff, trainers and students.

EDUCATION

National University of Singapore
B.Comp Science (Honours-Merit)
Minor in Interactive Media Dev.
CAP: 3.76

Hwa Chong Institution
Integrated Programme, AAA/A
H2 Physics, H2 Computing, H2 Math, H1 Project Work

DEVELOPER PROJECTS

Ethereum Block Explorer

2019 — Personal / 3 WEEKS

`ReactJS` `Redux` `SASS` `Webpack` `Express`

Responsive blockchain explorer single-page application, built for browsing Ethereum transactions by accounts.

Widgets for WhatsApp

2018 — Personal / 1 WEEK

`Java` `Android` `Gradle`

Customisable, elderly-friendly single-click Android contact widget for WhatsApp™ users, published on Google Play.

React Chat

2018 — Personal / 2 WEEKS

`ReactJS` `SASS` `Rollup` `Travis` `Storybook`

Extensible presentational chat components with minimal dependencies, published as a public ReactJS NPM library.

PokéMania

2018 — NUS CS3217 / 3 WEEKS

`Swift` `UIKit` `Cocoapods` `XCTest`

Pokémon-themed iOS Bubble Blast game designed in MVC, written using only UIKit and Foundation as dependencies.

Bubble Chat

2016 — NUS CS3216 / 4 WEEKS

`React Native` `Socket.io` `Express` `SQLite`

Topic-threaded real-time mobile chat application for university students, deployed for Android and iOS systems.

TodoList

2016 — NUS CS2103T / 6 WEEKS

`JavaFX` `ControlsFx` `JUnit`

Smart agenda desktop application designed for keyboard experts with support for natural sentence inputs.

AWARDS

ShopBack
Star Awards (Ownership)
Awarded for taking ownership in internship assignments.

NUS School of Computing
9th SoC Term Project (2nd Place)
Bubble Chat was awarded as the second most popular project in the CS3216 module.

Singapore Armed Forces
Chief Transport Officer Coin
Awarded for professionalism as deputy manpower officer in the battalion.

Singapore Armed Forces
Sword of Merit
Awarded for top 10% performance among cohort of commissioned officers in the 89/12 Officer Cadet Course.

Hwa Chong Institution
Resilience Award (自强不息)
Awarded for aptitude and resilience as a student leader in high school.

COMMUNITY

NUS Annual Giving
2018 Class Champion
Fundraised for financially challenged NUS students.

NUS Rag and Flag
Ragger, Beneficiary Engagement
Engaged students under MINDS at Fernsvale Gardens School, planned and participated in performances and flag days.

Hwa Chong Institution
Service Learning Project 3
Tutored disadvantaged students at Chen Su Lan Methodist Children's Home.

Hwa Chong Institution
Service Learning Project 2
Tutored needy students Chinese at Xishan Student Care Center.

Hwa Chong Institution
Service Learning Project 1
Tutored students with dysfunctional families English, Math and Science at Ahmad Ibrahim Primary School and organised the project as project leader.

CREATIVE PROJECTS

Interactive Story: Missing Children of Ann Siang Hill

2018 — NUS NM3222 / 1 WEEK

`Bitsy`

Explorative pixel-art story on discoverability and replay, implemented and designed with Bitsy game engine and published on itch.io.

Interactive Story: The Patrol

2018 — NUS NM3222 / 1 WEEK

`HypeDyn`

Text-based interactive story focused on emotion and dialogue, performance as agency.

Interactive Story: Air Crash Investigation

2018 — NUS NM3222 / 1 WEEK

`HypeDyn`

Text-based interactive story focused on choice and replay.

Infinite Run Game: Weight

2016 — NUS NM3216 / 3 WEEKS

`C#` `Unity`

Gravity-themed infinite run platformer that pits the player against a gravity-field stage while escaping from alter egos.

RESEARCH PROJECTS

Satisfiability: SAT Solver

2018 — NUS CS4244 / 5 WEEKS

`Java` `JUnit`

Implementing and comparing various satisfiability solving techniques such as DPLL and CDCL, and across heuristics for branching, conflict analysis and clause learning.

UI Design: Food Logging

2017 — NUS CS4249 / 3 WEEKS

`Marvel` `CogTools`

Mobile food logging interface prototyping with careful study of design principles and rules such as Fitt's Law and Hick's Law in Keystroke-Level Model (KLM-GOMS).