# Huang Lie Jun

Front-End Software Developer

## EXPERIENCE

### NodeFlair — Freelance ReactJS Engineer

AUGUST 2018 – SEPTEMBER 2018

`React on Rails`  `Postgres`

Delivered mobile-first experience for talent hiring application with site features such as invitation, offer and messaging with React on Rails.

### UrbanZoom — Freelance Google Assistant Developer

JUNE 2018 – JULY 2018

`NodeJS`  `Firebase`  `Dialogflow`  `TwiML`

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

### LittleLives — Contracted Module Project, NUS CS3217

APRIL 2018 – JUNE 2018

`Vision`  `Azure Face`

Pre-school attendance-taking iOS application made for LittleLives. Leverages on Azure Face and iOS Vision for face detection / recognition. Built with VIPER design pattern.

### ShopBack — Software Engineer Intern

DECEMBER 2016 – MAY 2017

`ReactJS`  `Laravel`  `SCSS`  `SQL`

Built key user and cashback management features using ReactJS and Laravel, participated in consumer site UI/UX marathon, delivered production fixes and maintenance.

### Defence Science Organisation — Research Intern

MAY 2015 – JULY 2015

`OpenCV`  `OpenMP`  `Intel IPP`

Researched and implemented object-tracking solutions for normalised video feeds using OpenCV in C. Optimised performance using Intel IPP and OpenMP.

## CONTACTS

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 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

### Widgets for WhatsApp

2018 — Personal / 1 WEEK

`Java`  `Android`

Useful, one-click contact widget for WhatsApp™ users.

### React Chat

2018 — Personal / 2 WEEKS

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

Extensible ReactJS chat components written as NPM library.

### PokéMania

2018 — NUS CS3217 / 3 WEEKS

`UIKit`  `Cocoa Pods`

Pokémon-themed Bubble Blast game written from scratch with only access to UIKit and Foundation.

### Bubble Chat

2016 — NUS CS3216 / 4 WEEKS

`React Native`  `Socket.io`

Topic-threaded mobile chat application that resembles topical online chat rooms and forums, but using a real-time mobile chat event-based environment.

### Weight

2016 — NUS NM3216 / 3 WEEKS

`Unity`

Infinite run game that pits the player against a gravity-field stage while maintaining weight of the character.

### TodoList

2016 — NUS CS2103T / 6 WEEKS

`JavaFX`  `Natty`  `JUnit`

To-do list application with focus on keyboard interactions and minimal mouse interactions.

## 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.

### Interactive Story: The Patrol

2018 — NUS NM3222 / 1 WEEK

HypeDyn

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

### Interactive Stories: Air Crash Investigation

2018 — NUS NM3222 / 1 WEEK

HypeDyn

Text-based interactive story focused on choice and replay.

### UI Design: Food Logging

2017 — NUS CS4249 / 3 WEEKS

Marvel

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

## RESEARCH PROJECTS

### Satisfiability: SAT Solver

2018 — NUS CS4244 / 5 WEEKS

DPLL    CDCL

Implementing and comparing various satisfiability solving techniques and heuristics, modelling and applying it for the Einstein's Puzzle.