



Ivan Ng

FULL STACK DEVELOPER

Profile

Highly skilled and dynamic Fullstack Developer with a proven track record of delivering exceptional web applications. Skilled in a variety of technologies. Known for my ability to quickly adapt to new environments, learn new technologies, and work well with teams to deliver high-quality, scalable, and maintainable software solutions. Committed to driving successful projects from concept to deployment and beyond, and always striving to improve my skills and knowledge to stay ahead in the rapidly-evolving world of software development.

Employment History

Full Stack Developer, Ninja Syndicate, Perth

NOVEMBER 2021 — DECEMBER 2022

- Started as an intern and quickly progressed to a full-time position due to strong performance and commitment to the company's goals
- Develop and maintain web applications using Go, PostgreSQL, React, and Typescript.
- Configuring Nginx to serve web applications and handle traffic
- Performing release management duties and coordinating with various departments
- Collaborate with other team members to design and implement scalable solutions.
- Performing release management duties and coordinating with various departments
- Monitor server health and optimize performance and stability.
- Continuously learn and apply the latest technologies and best practices.
- Work closely with the product team to deliver high-quality user experiences.

"In a short space of time, Ivan became an invaluable member at Ninja. With an insane level of initiative and approachability, he jumps to assist, help and fix any problems that arise on our software platform, community or social networks.

He has also become a skilled generalist, capable of developing APIs, writing slick front-ends, kicking dead servers over SSH, writing chat bots, plumbing up databases or migrating systems to new infrastructure.

Ivan is someone everyone trusted to get the job done, this is because he **cares** about what he's doing."

John Nguyen, CTO Ninja Syndicate

Game Developer, St John WA, Perth

JANUARY 2019 — JANUARY 2020

- Developed a VR first aid training course using Unity3D, providing a unique and immersive learning experience for participants.
- Implemented design and development processes, including QA testing and iteration, to ensure the course was effective and engaging.
- Collaborated with a team of instructors and designers to create a comprehensive and engaging VR training program.

Details

Perth

Australia

+61 420 436 674

ivanngyb2@gmail.com

Links

[Github](#)

[LinkedIn](#)

Skills

Go

Postgre SQL

Git

Nginx

Amazon AWS

Cloudflare

ReactJS

Typescript

Hobbies

My hobbies include trying new food, playing volleyball and going to the gym.

I enjoy trying out different cuisines and experimenting with new flavors.

Playing volleyball is a great way for me to stay active and have fun with friends. I also make it a point to regularly hit the gym to maintain my fitness and overall health.

"Ivan was one of the game developers (Unity3D) and quality assurance testers in the product development team at St John WA. He is a fast learner and dedicated to producing results.

He quickly settled into the team culture and workflow and it was a pleasure to have worked with him. I highly recommend him as a valuable team member."

John Burton, Product Manager at St John WA

Game Developer, Frame Labs, Perth

- Developed and designed immersive VR experiences using Unity3D and shader language
- Created underwater VR experiences that allowed users to explore and interact with aquatic creatures
- Built a haunted rollercoaster house VR experience that utilized advanced lighting and sound effects to create a thrilling and immersive experience.

Education

Bachelor of Games, SAE Qantm, Perth

JANUARY 2016 – DECEMBER 2017

Diploma in Software Development, South Metropolitan TAFE, Perth

JANUARY 2021 – NOVEMBER 2022

Awarded best programming student

References

Contact details will be provided upon request

Alex Dunmow CEO from Ninja Syndicate

John Nguyen CTO from Ninja Syndicate

Lan Tran CSO from Ninja Syndicate

Jeremy Burton Project Manager from St John WA

Projects

Low Latency Video Streaming/Recording

In a recent project, I worked on a low latency streaming server using the Oven Media Engine. The goal of the project was to create a server that could efficiently record and stream footage with minimal delay. To achieve this, we implemented a system that would automatically upload recorded videos onto Amazon S3, where they could be easily accessed and served to users. We also utilized Cloudflare Stream to ensure that the videos were delivered to users with the lowest possible latency. Overall, the project was a success and the resulting streaming server was able to provide a smooth and seamless viewing experience for users.

Discord Referral Bot

I recently created a Discord bot in Go for a referral program for a product sale. The bot helped to increase community engagement and drive sales by announcing each referral sale in the Discord channel. Features included tracking total referral sales and providing users with their own referral link to share. Overall, the bot was a success in increasing sales and engaging the community.