

Lim Jia Le (Singaporean)

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SKILLS

- **Languages:** Proficient in English and in Chinese (Mandarin)
- **Programming Languages:** HTML, CSS, PHP, jQuery, JavaScript, Python, C#, SQL Server
- **Software/Tools:** .Net, SSMS, Redis, OpenCV, ResNet, FastAPI, AWS, GCP, NodeJS, React, NextJS

WORK EXPERIENCE

Full Stack Developer | Transcentech Pte. Ltd. Jan 2024 – Oct 2024

- Developed web applications in .Net and hosted them on IIS, maintaining databases in SSMS
- Identified bottlenecks and optimised stored procedures, shortening rendering times by 10%
- Conducted code reviews with SonarQube and satisfied WAPT before deploying to production

Technical Content Writer | Envision Digital Jan 2022 – May 2022

- Pioneered Power Automate and Excel scripts to summarise daily internal forum posts, reducing the department's workload by 15%
- Revamped company brochure for a new marketing strategy, integrating compelling designs to boost retention and conversion
- Streamlined and maintained software manual, implementing categorization framework to assist with user comprehension and reduce support tickets

PERSONAL PROJECTS

Candlestick Matcher 2025

- Compared vector embeddings of candlestick patterns and a chart with ResNet18, returning the pattern with the highest cosine similarity
- Implemented a sliding window to capture patches of embeddings in a chart for more localised comparisons
- Processed uploaded charts with OpenCV to fetch key details for determining the window's size and stride

Crochet Diagram Generator 2025

- Generated crochet diagrams from text instructions using Konva
- Refactored to be fully client sided for instant diagram generation, simplifying integration requirements for Wordpress

Badminton Ballot Bot 2025

- Called a telegram API to send custom links to a group chat
- Deployed the function on Google Cloud and created a scheduled job to run it daily

ACADEMIC PROJECTS

NTU-IEM Module: **Design & Innovation Project** Aug 2021 – Nov 2021

Module Project: **Game Development and Innovation** (Team of 10 Members)

- Replicated a multiplayer application using Unity3D
- Deployed a database on AWS for authentication and inventory
- Designed tile sets, maps and sprites using Photoshop

EDUCATION

Nanyang Technological University Aug 2019 – May 2023

- School of Electrical and Electronic Engineering
- Bachelor of Engineering (Information Engineering and Media)