

Lim Jia Le (Singaporean)  
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## SKILLS

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- **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

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

- Identified bottlenecks and optimised stored procedures on SSMS, shortening rendering times by 10%
- Introduced logging in entire systems, assisting with debugging and enhancing web security
- Provided expert support during user testing, accommodating minor deployments and performing data manipulation for retests

**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

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**Candlestick Matcher** 2025

- Captured vector embeddings of candlestick patterns with ResNet18 feature extractor
- Implemented a sliding window to capture patches of embeddings in an uploaded chart for comparison, returning the pattern with the highest cosine similarity
- Processed uploaded charts with OpenCV to meet ResNet expected inputs and determine window sizes and strides

**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

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

## ACADEMIC PROJECTS

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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

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**Nanyang Technological University** Aug 2019 – May 2023

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