

LEONG JIA WEI

[in LinkedIn](#) | [+60175570915](#) | [Portfolio](#) | [leongjw98@gmail.com](#) | [GitHub](#)

Skills

- JavaScript | TypeScript | React | Next | Redux | Mobx | Styled Components | Scss | Firebase | NoSQL | SQL | Flutter | Git
- CI/CD | Jest | Unity 2D | Game Development
- Design Systems | Frontend | Backend | Full-Stack | English, Mandarin, Malay, Cantonese

Experience

Front-End Developer

Deriv

Cyberjaya, Selangor

08/2023 - Present

- **Integrated back-office system using OutSystems**, enabling other departments to independently manage events for partners without requiring front-end changes, improving efficiency and reducing dependencies.
- **Enhanced the Partner website UI** by implementing front-end updates and integrating backend APIs using **OutSystems**, ensuring a seamless user experience and streamlined operations.
- Played a key role in developing and maintaining the company-wide UI library as part of the **Design System** squad, contributing to the creation of reusable UI components and design assets to streamline development processes for other project teams.
- Fostered close collaboration with design teams to ensure seamless integration of design principles across user interfaces.
- Leveraging Jest library for robust test case implementation to ensure the reliability and functionality of design system components.
- Applied **Next.js**, **Gatsby**, and **React** to craft responsive, intuitive front-end interfaces, prioritizing user experience.
- Conducted comprehensive code reviews and offered actionable feedback to uphold code quality standards.
- Maintained expertise in emerging front-end technologies and industry best practices, consistently enriching the design system's capabilities.
- Actively contributed to agile development methodologies, leveraging version control systems like Git for streamlined collaboration.

Besquare Graduate Trainee

Deriv

Cyberjaya, Selangor

03/2023 - 07/2023

- **Product Design**: Understanding user needs, creating personas and user journeys, wireframing, prototyping, and conducting usability testing.
- **Front-end Module**: Mastery of HTML, CSS, and JavaScript, building responsive and interactive interfaces, using modern frameworks like React and TypeScript, and implementing state management with Mobx.
- **Mobile Module**: Developing Android or IOS applications with Flutter, utilizing Cubit for state management, and effectively using Flutter widgets.
- **Backend Module**: Understanding server-side architecture and databases, proficiency in Node.js and SQL, building RESTful APIs, and applying Test-Driven Development (TDD) and MVC pattern.
- **Quality Assurance Module**: Writing comprehensive test cases, conducting manual and automated testing, debugging and reporting defects, and ensuring software quality and reliability through rigorous testing processes.

Wordpress Developer

Top Click

Ipoh, Perak

06/2022 - 02/2023

- Help SMEs launch successful e-commerce stores by designing and developing responsive websites, creating custom WordPress themes and plugins, and collaborating with clients to plan site design and functionality.

Software Developer, Intern

W Tech Software

Ipoh, Perak

09/2021 - 03/2022

- Involved in PHP project on frontend and backend development.
- Create **Solidity** smart contract for **GameFi** project and test it on testnet. Use **Web3** to connect the front-end to the smart contract.
- Research and develop on Telegram bot.

Education

Bachelor of Science (Multimedia)

Universiti Utara Malaysia

Sintok, Kedah

07/2017 - 05/2022

- The aim of the programme (BSc. (Hons.) Multimedia) is to produce graduates with competitive knowledge, principles, and skills in terms of theoretical and practical foundations for designing, implementing, and managing multimedia applications, while also recognizing the impact of multimedia on individuals, organizations, and society.

Projects

- **CRYPTHUB**: Creating trading web app with a peer-to-peer (P2P) option. (React, Scss, Material UI, Mobx). Link to [Project](#) (07/2023)
- **TRIDEMIC**: Designed and developed an educational game about epidemiology named [TRIDEMIC](#) (Unity 2D, C#, Android) (09/2021)