

Ho Jia Liang

jialiang.github.io

Software Engineer looking for remote opportunities

Work Experience

Qanvast Pte Ltd (SG)

Full-stack Developer since February 2019

Continuously identify & implement automation opportunities to help CX team improve their KPIs.

Work with UX designer to create responsive & reusable components that embody rules of the style guide.

Work with Marketing team to improve SEO & analytics of company's core revenue generator, e.g. building an end-to-end tracking system, landing page A/B testing platform etc.

Completed over 140 Kanban work items and appraised "consistently exceeds requirements" in 2020.

Xtremax Pte Ltd (SG)

Jr .NET Developer from July 2018 to Jan 2019

Responsible for development, deployment & maintenance of web applications for Attorney-General's Chambers' intranet systems.

Assist Project Manager in task breakdown, technical feasibility assessments and timeline estimations.

Coordinate with remote team members and other 3rd party contractors to meet client's business needs.

Digital Systems (M) Sdn. Bhd. (MY)

3 month Internship Programme from September 2017

Designed, built & integrated a production-ready Location Marking & Geofencing module in 2 months.

Performed well enough to be offered a permanent position after internship.

Education

Bachelor of Information Systems (Hons) Information Systems Engineering

Universiti Tunku Abdul Rahman (UTAR)

Graduated May 2018 with Merit

Tech Used Daily at Current Job

NodeJS JavaScript Typescript HTML Sass
React Redux PostgreSQL Sequelize Jest

Tech Used Daily at Previous Jobs

C# ASP.NET MVC ASP.NET Web Forms
Sitefinity Microsoft SQL Server SOAP APIs

Personal Projects

Space Gems React JavaScript HTML CSS

Bejewelled-style tile matching game created to explore React Hooks and using partial application + dependency injection to create decoupled code that's easy to test and maintain.

Shit Compressor C# XAML WPF .NET 5

Multi-threaded GUI image compressor that also assesses output image quality by reporting SSIMULACRA and Butteraugli scores and producing SSIM Map and Edge Artifact maps.

3D Engine for Miku WebGL JavaScript GLSL

Personal homemade 3D engine with support for PMD & VMD file formats, skeletal & morph target animations, soft shadows, real-time physics and ramp textures.