Ho Jia Liang.

jialiang.github.io

Your new software engineer.

Email hojialiang@yahoo.com

WORK EXPERIENCE

Qanvast Pte Ltd

Full-Stack Developer.
February 2019 — Present.

- Work with marketing team and user experience team on user-facing features, web analytics, business intelligence and A/B testing of company's flagship product.

- Improve efficiency of customer experience team and business development team by understanding and automating their workflows.

- Completed over 70 user stories and appraised "consistently exceeds requirements" in H1 2021.

Xtremax Pte Ltd

Web Developer.
July 2018 — January 2019.

- Develop, deploy and maintain web intranet systems for the Attorney-General's Chambers.

- Help project manager with task breakdowns, feasibility assessments and timeline estimations.

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

Digital Systems (M) Sdn Bhd

Internship Training.
September 2017 — December 2017.

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

- Offered permanent position after internship.

EDUCATION LEVEL

BIS (Hons) Infomation Systems Engineering

Universiti Tunku Abdul Rahman (UTAR).
Graduated in May 2018 with Merit.

TECHNICAL SKILLS

Used Daily at My Current Job

NodeJS JavaScript Typescript React
Redux Sass PostgreSQL Sequelize Jest

PERSONAL PROJECTS

Space Gems

React JavaScript HTML CSS

Bejewelled-style tile matching game created to explore React Hooks and partial application + dependency injection.

Shit Compressor

C# XAML WPF .NET5

Multi-threaded GUI image compressor that also assesses output image quality by reporting SSIMULACRA & Butteraugli scores and producing SSIM map & 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.