Ho Jia Liang

jialiang.github.io

Call
+65 XXXXXXXX

Email
hojialiang@yahoo.com

I can be your new Software Engineer.

EXPERIENCE

Qanvast Pte Ltd

Full-stack Developer since Feb 2019

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

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

- Completed over 150 user stories and appraised "consistently exceeds requirements" in 2021.

Xtremax Pte Ltd

.NET Developer from Jul 2018 — Jan 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

Digital System (M) Sdn Bhd

Intern from Sep 2017 — Dec 2017

- 3-month internship while pursuing graduate studies.

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

- Offered permanent position after internship.

EDUCATION

Bachelor of Information Systems (Hons) Information Systems Engineering

Universiti Tunku Abdul Rahman (UTAR)

Graduated in May 2018 with Merit

SKILLS

Used daily at current job

NodeJS JavaScript React Redux HTML CSS Sass PostgreSQL ExpressJS Jest

PERSONAL PROJECTS

Space Gems

React JavaScript HTML CSS

Bejeweled-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.