Cheau Ling, Wong

Front End Developer

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Self starter Front End Developer with a history of working in the music, game and sustainability driven industry as well as out of the box event committee in the hobbyist scene. Result-driven and love to learn and explore, a team player, flexible and adaptable in design, development, support and management.

About Me

Gender	Female
Age	34
Current Location	Singapore
Nationality	Malaysian (Singapore PR)
My Work	https://joeywcl.github.io/mypage/

Experience

September 2022 - Present

Research Engineer
Nanyang Technological University (NTU) | Singapore

Collaborated with project managers, researchers, and engineers to build an enterprise-level AI-powered Data Center Optimisation application, delivering production-ready features.

Led the refactoring of the frontend architecture to **Next.js** and **Material-UI (MUI)**, improving performance, maintainability, and developer efficiency.

Translated wireframes into finalized UI/UX designs in **Figma**, working closely with the Product Owner to secure approvals and align with business requirements.

Documented design themes and created reusable Figma libraries and frontend components, standardizing design across the platform.

Implemented automated end-to-end tests using **Cypress**, integrated into CI/CD pipelines to improve testing efficiency and reduce regressions.

Maintained system **documentation** and test cases, ensuring knowledge sharing and consistent development practices.

Built and maintained a **Keycloak theme library**, enabling customized authentication experiences across products.

Supported backend development with **Python** and **Pydantic**, enhancing schema validation and improving API robustness.

Improved CI/CD workflows in **GitHub Actions**, streamlining builds, testing, and deployments.

Facilitated daily stand ups, maintained **Jira** task clarity, and contributed to product discussions with technical input on frontend feasibility and user experience.

April 2017 - August 2022
(5 years)

Software Engineer (Frontend) @ Warner Music Group Global Technology
Warner Music (Malaysia) Sdn Bhd | Selangor, Malaysia

Supported continuous maintenance and enhancement of a global end-to-end core enterprise application, emphasizing **AngularJS** and **Node.js**.
Contributed to the development and maintenance of native **Android** mobile applications, completing unfinished features and ensuring production readiness.
Led the deployment of Android apps to the Google Play Store, including release management and publication maintenance.
Entrusted with full ownership of **project delivery**, from development to production collaborating with Product to meet deadlines and ensure smooth handovers.
Executed and delivered assigned tasks within Agile sprints, collaborating with cross-functional teams.
Assisted the **Scrum Master** in handling Scrum activities and supported Business Analysts and Technical Architects in design and development.
Authored technical **documentation** and maintained well-documented, scalable code.
Provided Level 2/3 application support and troubleshooting for production systems.

June 2014 - Mar 2017
(2 years 9 month)

Front End Developer
Garena Malaysia Sdn Bhd | Kuala Lumpur, Malaysia

Sole frontend developer based in Malaysia, collaborating with international engineering teams across countries to deliver projects.
Developed and maintained landing pages, static sites, CMS frontends, and microsites for Southeast Asia League of Legends publishing and EA Sports online/offline events.
Built desktop-friendly and responsive web services using **HTML, CSS, JavaScript/jQuery, Drupal,** and **Bootstrap**, ensuring compatibility and scalability.
Converted UI/UX designs into functional web pages, performed debugging, and optimized site performance.
Managed and updated content within **Drupal** CMS, supporting publishing pipelines for high-traffic gaming platforms.
Supported on-ground eSports events as **Stage Manager** and in various operational roles, bridging technical and event execution.

Sep 2013 - Jan 2014
(5 months)

Intern
Leo Burnett Malaysia | Kuala Lumpur, Malaysia

Assisted in maintaining and updating content for the newly launch client website - http://malaysia.my/
Involve in liaising with clients to prepare contents for articles update.
Wrote biweekly short articles for publication in the malaysia.my website.
Prepared digital marketing materials and flash images.

Education

Oct 2014	**Universiti Kebangsaan Malaysia (UKM)**
	Bachelor's Degree in Computer Science/Information Technology | Malaysia

Major	Multimedia Studies
CGPA	3.61 / 4.0

Nov 2013	**Ajou University (Summer School Student Exchange)**
	Advanced/Higher/Graduate Diploma in Science & Technology | Korea (South)

Major	ICT
Grade	Pass/Non-gradable

Courses took during the exchange period were Political Science, Creative Game and ICT and Korean Language

Skills

Intermediate	Next.js, ReactJs, Material UI, Python, Cypress, AngularJs, Typescript, Javascript, NodeJs, Bootstrap, HTML, CSS, Native Android
Software	Figma, Webstorm, Visual Studio Code, Adobe Photoshop CC, Android Studio, Confluence, Jira, Github, Lens, Docker

Languages

Proficiency level: 0 - Poor, 10 - Excellent

Language	Spoken	Written
English (Native)	10	9
Bahasa Malaysia	10	8
Chinese	7	-
Cantonese	7	-

Other Information:

Website Development (Freelance)
Rabu Padu PUBG Mobile 2022 Microsite (Tencent Games)
PUBG Vivo Turbo Cup Challenge 2022 Microsite (Mineski Malaysia)

Event Management (Freelance)
Assistant Head Guest Liaison for Comic Fiesta '14, '18, '19, '22 - '24
Liaison Officer for MLBB Southeast Asia Cup 2022
Stage Manager for PUBG Mobile Malaysia National Championship 2019
Stage Manager for Comic Fiesta '15, '16, '17
Panel Manager for Comic Fiesta '13