Cheau Ling, Wong
Frontend Developer

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Self starter Frontend 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

Experience

September 2022 - Present

Research Engineer
Nanyang Technological University (NTU) | Singapore

Delivered production-ready features for an enterprise AI-powered Data Center Optimisation platform, collaborating closely with project managers, researchers, and cross-functional engineering teams.

Led the frontend architecture refactor to **Next.js** and **MUI**, improving performance, maintainability, and the onboarding experience for new developers.

Translated product requirements and wireframes into polished UI/UX in **Figma**, working with the Product Owner to refine user flows and interaction design.

Built and documented a **shared UI component library** and standardized design tokens, improving design consistency across modules.

Implemented **Cypress** E2E test suites to validate core user flows and improve development.

Developed and maintained a **Keycloak** authentication theme used across product modules.

Improved critical API **fetch performance** (~4s to ~1s) through request parallelisation and caching strategies.

Implemented real-time AI content streaming using **Server-Sent Events (SSE)**, handling chunked data, event channels, and progressive UI updates.

Supported backend efforts using **Python** and **Pydantic**, enhancing schema validation and strengthening API contracts.

Improved CI/CD pipelines in **GitHub Actions**, streamlining builds, tests, and deployments.

Facilitated daily stand-ups, maintained Jira clarity, and contributed UX and technical input to product discussions.

April 2017 - August 2022 (5 years)	**Senior 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. Took full ownership of **project delivery** and coordinated a **small team of 3** engineers to ensure milestones, quality, and handovers were met smoothly. Collaborated closely with Product to clarify requirements, plan iterations, and ensure alignment throughout the development cycle. 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, React, Material UI, AngularJS, TypeScript, JavaScript, HTML, CSS, Bootstrap, Node.js, Python (FastAPI/Pydantic), Native Android (Java) Cypress, Postman
Software	Figma, WebStorm, Cypress, Adobe Photoshop CC, Android Studio, Confluence, Jira, GitHub, Docker, Lens

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