JONATHAN YIP XIN QUAN

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EDUCATION

Monash University   Melbourne, Victoria
Bachalors of Engineering (Honours) Software   - 12/2024

EXPERIENCE

Silkron   Penang, Malaysia
Software Engineer Intern   Sept 2022 - Jan 2022

- Was responsible for transitioning a mobile app for interacting with automated retail machines to Flutter 3.0, focusing on enhancing performance and reliability. This involved integrating new libraries, reducing software bloat, and improving code modularity. My efforts led to a notably improved user experience, while ensuring scalability and simplifying future maintenance.
- Implemented API integration including an employee points-based payment system on a mobile app for client vending machines, designed specifically for employee use.
- Resolved software bugs in various mobile applications for the company's clients.
- Implemented other client requested features such as UI changes, adding new language translation and data analytics.
- Performed unit testing for new features.

Mahkota Medical Centre   Melaka, Malaysia
IT Support Intern   Jan 2022 - Feb 2022

- Conducted SQL-driven data reporting on hospital operations, delivering key business insights.
- Developed an Excel plugin script to automate recurring queries for the IT department, enhancing efficiency and productivity.
- Identified data irregularities in organisations' data warehouse.
- Performed usability testing for new software integration.

PROJECTS

BaLance-Team-Forming-Dashboard *ReactJs, mySQL, Docker, Nginx, nodeJS, Github Actions*
https://github.com/Monash-FIT3170/BaLance-Team-Forming-Dashboard
As part of a full year project with other students, we developed a tool for assisting tutors to create well balanced student groups. The application creates groups based on factors such as personality types, academic performance, and commitment hours that can be uploaded as a CSV file. Additionally, students have the option to upload custom python scripts to perform personalised student groupings.

Nine-Mans-Morris *JavaFX, Java*   https://github.com/jon65/Nine-Mans-Morris/tree/main
Made an online version of the board game Nine Mans Morris game using JavaFX. This game can be played among 2 players and includes a step by step walk through tutorial of the game.

CampsideReview *NodeJS, mongodb, Express, HTML/CSS, Cloudinary*
https://github.com/jon65/CampsideReview
A full stack web application for posting reviews on campsites around the world. Users can rate an existing campsite, leave their own reviews and upload a new campsite together with their review if the campsite does not exist.

Portfolio Website *ReactJS, AWS S3, Github Pages, HTML/CSS*   https://github.com/jon65/portfolio
My portfolio website created using ReactJS and hosted on my AWS S3 bucket and github pages. It can be accessible from my domain jonnoyip.com.

Hotspot Visualizer *PySpark, Spark, Kafka, mongoDB, matplotlib, geomap*
https://github.com/jon65/SparkStreaming_fire_hotspots_datapipeline
Created a weather reporting simulation app detecting Australian fires. Processed incoming stream data in 10-second batches, identifying fires, causes, and sources. Utilized PySpark, Apache Kafka, and MongoDB for data processing and storage, with visualization via matplotlib and geomap. Enabled live climate data display, charts, and a geomap of recorded fires.

SKILLS

Programming Languages:	Java, Javascript, Typescript, Dart, C/C++, Python, HTML/CSS, R
Frameworks and Libraries:	Spark, Kafka, mySQL, mongoDB, Flutter, ReactJS, AWS, JavaFX, Docker, Kubernetes