GOH WEI TAI JONAS

HP: Email: jonas_goh@u.nus.edu Portfolio: jonasgwt.github.io

EDUCATION

National University of Singapore

Aug 2021 - Present

Bachelor of Computing (Honours) in Computer Science

Current Cumulative Average Point: 4.4 / 5.0

Expected to graduate in 2025

Relevant Coursework: Software Engineering, Database Systems, Computer Security, Operating Systems, Data Structures & Algorithms, Al & Machine Learning, Penetration Testing, Natural Language Processing

SKILLS

Programming Languages: Java, JavaScript, C. Python, MySQL, PostgreSQL, HTML, CSS

Frameworks/Libraries/Tools: Django, Docker, React, Webpack, React Native, Expo, Jekyll, pandas,

PyTorch, TensorFlow, Numpy, Apache, Firebase, Azure, Figma

WORK EXPERIENCE

Software Engineering Intern, foodpanda, APAC Fintech Domain, Wallet Experience Squad

May 2023 - Aug 2023

- Enhanced user experience and engagement by deploying marketing banners on the pandapay wallet homepage in collaboration with key stakeholders
- Led the development and improvement of back-office applications, streamlining campaign oversight and payment processes across 11+ global markets
- Resolved functional issues and bugs on pandapay homepage, ensuring smooth user interactions
- Contributed to Agile workflow through consistent updates, rigorous testing, and seamless deployments in APAC and European regions

Digital Marketing Intern, Craft Creative, Singapore

Apr 2021 - Jun 2021

- Created ads using Google AdWords to increase product visibility for ORVIBO, a smart home device manufacturer based in China
- Developed social media outreach materials using Adobe Photoshop and published on Meta platforms

PROJECTS

Developer, Mass Linkers

Sep 2022 - Nov 2022

- A >60K LOC Java desktop application enabling users to find and connect with peers
- · Built with the Object-Oriented Programming paradigm
- Developed using an iterative approach in the span of 3 months

Full Stack Developer, ChargeEV

May 2022 - Jul 2022

- Developed a mobile application allowing users to loan out or rent EV charging stations
- Enabled users to locate available chargers in remote locations where public chargers are not available
- Built with Expo CLI (React Native), Firebase and various APIs in the Google Cloud Platform

Lead Developer, Inventory Management System (IMS)

Apr 2021 - Present

- Led a team of >5 developers to develop a web application which automates tracking of first aid stocks, optimises stock levels, and improves user experience
- Streamlined processes of loaning, returning and restocking first aid items for ~100 users
- Developed backend with Django REST API, frontend with React and containerised with Docker and deployed with Azure

AWARDS

Special Prize, SPIRITCYBER-22

19 - 20 Dec 2022

- Cyber-security hackathon organised by NTU in conjunction with CSA Singapore
- Won a special prize for the highest score on Day 1