Jun Yap

Software Developer

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Skills

Programming Languages: Java, JavaScript, Python, SQL, HTML, CSS
Frameworks/Libraries: React.js, Express.js, Docker, Kubernetes, Node.js, Java Spring Framework
Tools: Docker, Kubernetes, Google Cloud Platform, MySQL, MongoDB, Git
Concepts/Workflows: RESTful API, Web Development, Agile, Cloud Computing, Applied Design Thinking

Experience

Dream Studio Technologies / Front-End Mobile App Developer 2023

- Collaborated with software developers in a team of 3 to develop a full-stack fashion e-commerce mobile application.
- Delivered aesthetic and functional user interface in iOS and Android utilising **React-Native** framework.
- Tested, debugged and rectified UI discrepancies across different device screen sizes, ensuring a consistent user experience.

Acanthus Clews Architects / Part-2 Architect 2021-2023

- **Applied Design Thinking**: Analysed requirements and proposed innovative solutions, enhancing visualisation with CAD software tools like **Vectorworks** and **SketchUp**.
- **Project Management**: Managed architectural projects, coordinating teams and resources to ensure timely delivery.
- **Technical Documentation and Visual Communication**: Prepared comprehensive architectural documentation and communicated technical concepts using **Adobe Creative Suite**.

Education

Birkbeck, University of London / MSc Computer Science 2023-2024

- **Relevant Coursework:** Software Design and Programming, Database and Knowledge Management, Cloud Computing, Computer and Information System.

HyperionDev and Imperial College London / Web Development Bootcamp 2021

- **Relevant Coursework:** Web application development and programming, RESTful API development, object-oriented and functional programming, source-version control.

University College London / Bsc Architecture 2015-2018

Projects

The BarcampLondon Hackathon / The Digital Communication Challenge Winner

- Developed a news aggregation application called Mindvibe that curates and delivers positive and uplifting news to users.
- Integrated the Infobip API to facilitate seamless communication and notifications within the application.
- Employed the OpenAI API to enhance content analysis and sentiment filtering, ensuring the news delivered was consistently positive.
- Implemented web scraping functionalities using Firecrawl and Scrapegraph APIs, enabling real-time data extraction from various online sources.

University Hall Booking System

- Developed a full-stack lecture hall allocation application to improve space utilisation rate and generate revenue for a university.
- Implemented the back-end data processing logic using **Node.js**, prioritising data integrity and code re-usability.
- Created a relational database to manage records of booking and user details using **MySQL**, ensuring seamless record consistency.

Piazza Social Media API - Github Link

- Developed a Reddit-inspired application that allows users to write, view and engage with contents through likes and comments.
- Implemented the concept of RESTful microservice using **Node.js** frameworks for creating API endpoints, implementing authentications and communications with a noSQL database.
- Employed **Google Cloud Platform** services to enhance the application's scalability, security, and overall performance.
- Containerized the application using **Docker**, ensuring consistent deployment across various environments.
- Orchestrated the deployment and management of containers using **Kubernetes**, optimising resource utilisation using load-balancers to ensure high availability of the API.

Hangman Game - Play Here

- Recreated the single-player word game Hangman that includes functionalities for word selection, letter inputs, and visual representation of the hangman.
- Developed the game utilising **React.js** and **Redux.js** to create responsive user interface and efficient state management.

Scrabble Game - Github Link

- Built a console/terminal application in **Java** that replicates the Scrabble game mechanics, where a human and computer player can take turns and play within the command-line environment.
- Incorporated robust game mechanics, including board generation, tile distribution, word validation using dictionaries, and scoring calculations by adhering to Object-oriented programming principles.
- Designed an intuitive command-line interface (CLI) that allowed players to interact with the game smoothly, including features like game board display, move prompts, real-time score updates and game status.