

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

- 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.