KEVIN THACH NGO

Sydney, NSW | kevin.thach.ngo@gmail.com
Australia | 0423031873 kevinngo.tech

- EXPERIENCE -

SENIOR FRONT-END ENGINEER | ALTX | APRIL 2022 – JAN 2023

- Developed the core component library and frontend architecture for AltX retail platform using **React w/ TypeScript.**
- Utilised aforementioned library to deliver the Clinch app using **Rapid Application Development**.
- Fostered a culture of regular documentation and testing; **Storybook, Unit tests, and E2E integration testing**.
- Actively engaged customers and product managers to better understand and improve existing products.

SOFTWARE ENGINEER (FULL STACK) | SERVICE NSW | DECEMBER 2020 – APRIL 2022

- Worked on over a dozen applications using tech stack: **React w/ TypeScript, Spring Boot w/ Kotlin,** and **Apigee**.
  - Notable Applications: **Covid Web Check-in (millions of users)**, Bushfire Assistance Finder, Flood Assistance Finder, BASC Voucher, Airport Entry Declaration forms, Travel Permit forms.
- Optimised **CI/CD** processes including **Gitlab pipelines** and **Cloud Foundry** deployments to be over 25% faster.
- Contributed to winning two internal team awards and several finalist/nominations.
- Strengthened testing practices with Unit and E2E integration tests using **Jest**, **React Testing Library**, and **TestCafe**.
- Nurtured organisational growth by contributing to internal frameworks across multiple teams and products.
- Became the subject-matter expert for multiple technologies including **Google reCAPTCHA Enterprise**.
- Directed software lifecycle of the Career Advisor project which is used by over 100,000 users.
- Employed **Rapid Application Development** in the Crisis Response Team; shipping MVPs usually in under a week.
- Enabled 50% faster bug triages by monitoring production systems through the usage of **New Relic** and **Splunk**.

FULL STACK DEVELOPER | STAR MATHS ONLINE | AUGUST 2019 – SEPTEMBER 2020

- Improved app utilising **AngularJS, ASP.NET Web API 2, Entity Framework 6,** and **SQL Server 2017**.
- Implemented a new registration and payment flow (with **Stripe** and **PayPal**) utilised by an increase of users.
- Engaged in **agile development** processes such as **Scrum** and **pair programming**.

GAME DEVELOPER | STAR MATHS ONLINE | JULY 2018 – AUGUST 2019

- Engineered new core game features for the main game using **Phaser.io** as engine and **Express** as backend.
- Drove user engagement up around 20% by assisting in game design and development of new features.
- Played a key role in migration of game's codebase from Phaser.io to **Cocos2d** engine.

FOUNDER | NCCORP PTY LTD | AUGUST 2018 – AUGUST 2019

- Supervised a team of 4 juniors to implement a prototype social game with **Unity** engine utilising **GameSpark** as BaaS.

DEVELOPER INTERN | STAR MATHS ONLINE | JANUARY 2018 – JULY 2018

- Created procedurally generated game content using **HTML5**, **CSS3**, **JavaScript,** and **Phaser.io**.

- EDUCATION -

SOFTWARE ENGINEERING | UNIVERSITY OF SYDNEY | STUDIED 2012 – 2018

- Thesis - Computer vision using **Deep Learning** (Convolutional Neural Networks).

- SKILLS & INTERESTS -

LANGUAGES: JavaScript/TypeScript, HTML/CSS, Java/Kotlin, SQL, C#, Python

FRAMEWORKS AND MAJOR LIBRARIES: React, Redux, Jest, React Testing Library, TestCafe, Spring Boot, Apigee, reCAPTCHA Enterprise, Cloud Foundry, Phaser.io, ASP.NET, Unity, SQL Server

TOOLS: Git, Gitlab CI/CD, Jira, Confluence, Miro, SwaggerHub, Postman, Slack, Microsoft Office + Teams, Figma

INTERESTS: Mechanical keyboards, puns, chess, playing + creating games, crypto, climate change, embarrassing karaoke