

WORK EXPERIENCE

Redfin Technologies

Nov 2023 – Sep 2024

Flutter Mobile Developer

- Led the development and successful launch of a live streaming app within a tight one-month timeline, achieving over 100k users post-release.
- Development of MQTT functionality, enabling real-time interaction features crucial for user engagement.
- Proficiently manage and maintain multiple applications for diverse clients globally, ensuring continuous improvement and client satisfaction.
- Excel in fast-paced environments, adeptly adapting to evolving requirements and consistently delivering high-quality work within established deadlines.

Creative Technology Ltd

Jan 2023 – Nov 2023

Software Engineer (Mobile App), Android

- Developed media player apps using native Java and Kotlin.
- Developed and improve Creative's SXFI SDK.
- Experienced in working with Bluetooth and USB communication between app and hardware devices.
- Developed multiple Android apps for automated testing of the SXFI SDK.
- Maintained current apps to ensure optimal performance.

PERSONAL PROJECT

Coursemology

Dec 2021 – Jun 2024

Front-End Mobile App Developer (Android and IOS), Flutter

- Developed a commercial mobile app for both Android and IOS platforms using Flutter.
- The app is designed to display user's training courses, schedules, make payments and to get notified through push notifications for multiple alerts.
- Basic calling of APIs from database to fetch data.
- Designed the UI/UX of the interface using Figma.
- Deployment of mobile app into Google and Apple app store.

Theometrics LLC (Bevis)

June 2023 – Mar 2024

Front-End Mobile App Developer (Android and IOS), Flutter

- Developed and maintain mobile app for both Android and IOS platforms using Flutter.
- The app is designed to integrate Web3 technologies and blockchain into a mobile application.
- Working closely with client to ensure existing bugs and issues are fixed.
- Re-designed the UI/UX of the interface, ensuring seamless user experience and visually appealing mobile app.
- Conducted thorough testing, including unit tests and integration tests.

INTERNSHIP EXPERIENCE

Kinexcs

July 2021 – Dec 2021

Software Engineer (Front-End), Intern

- Developed exercises with computer vision using MediaPipe Pose for users to workout in good posture. Designed a simple interface for the desktop app using Kivy.
- Generate reports by using Jupyter Notebook, data collected from RDS database. For clinicians to check on the progress of their patients.
- Designed UI layouts using Figma on the KIMIA Monitor (An app that monitors the recovery progress of a patient that went through a knee surgery) design, to enhance the user experience.
- Developing new features for KIMIA Monitor using Flutter. Features such as, user profile, local and push notifications, live-capturing of data from device.

Nextan Pte Ltd

May 2016 – Aug 2016

Research and Development department, Intern

- Worked closely with 3 full-time engineers from software development department to create a healthcare related mobile application for M1 company.
- Researched on improving and optimizing the mobile application to be able to synchronize with weighing scales and blood pressure monitors.
- Assisted in development of the User Interface by gathering relevant information from end users and improving it to be more user friendly.

EDUCATION

Nanyang Technological University, Singapore Bachelor of Engineering (Computer Science) <ul style="list-style-type: none">Graduated with Honours (Merit), GPA: 3.53/5.00	Aug 2019 – Dec 2022
Ngee Ann Polytechnic, Singapore Diploma in Electronic and Computer Engineering <ul style="list-style-type: none">Director's List for April Semester 2015, Academic Year 2015/2016Graduated with Diploma with Merit, GPA: 3.86/4.00	May 2015 – Apr 2017

ACADEMIC PROJECT

Nanyang Technological University, Singapore Final Year Project (Flutter) – A percussion sequencer mobile app <ul style="list-style-type: none">Developed an Android mobile application that encourages collaboration between users to make percussive rhythms with multiple mobile devices.Designed in a way such that the mobile application uses both Bluetooth and Wi-Fi communications to send and receive data. To achieve the desired collaborative results.	Jan 2022 – Oct 2022
Nanyang Technological University, Singapore Multi-Disciplinary Project (Android Java) – A remote control mobile app <ul style="list-style-type: none">Developed an Android mobile application that allows user to transmit and receive messages from a Raspberry Pi module through Bluetooth communication.	Jan 2022 – April 2022
Nanyang Technological University, Singapore Advance Software Engineering Project (Flutter) – EzBook (An attendance taking and booking app) <ul style="list-style-type: none">Developed an Android mobile application that allows teachers to take class attendance using facial recognition.The app consists of a booking feature that allows user to book school facilities and facility staffs can manage the bookings through the app.	Jan 2021 – April 2021
Nanyang Technological University, Singapore Software Engineering Project (Flutter) – Design a public transport fare calculator mobile app <ul style="list-style-type: none">Developed an Android mobile application that calculates fares of public transports based on travel distances and the mode of transport (Bus/MRT) with data retrieved from APIs.Designed to help users compare their monthly transport fares with monthly concession passes, to decide whether the concession pass is worth to purchase for the user.	Aug 2020 – Nov 2020

CO-CURRICULAR ACTIVITIES

Freshmen Orientation Camp Group Leader <ul style="list-style-type: none">Bond with 70 freshmen through online platforms by playing games and interacting online activities.Participating a three-day camp to enhance my ability to carry out camp activities safely and to bond with fellow camp members.	Dec 2019 – Aug 2020
Buddy'IN Club Mentoring <ul style="list-style-type: none">Volunteered as a buddy to support special needs students both emotionally and physically, helping them to adapt with society.Managing games and activities with special needs students to bond and interact with them.	May 2014 – Nov 2014

SKILLS

Languages: Proficient in English and Chinese
Digital Skills: Java, Kotlin, Flutter, Dart, Python, Android Studio, Xcode

PORTFOLIO

<https://leongkeng.github.io/>