Mark Toh

portfolio   marktohtk@gmail.com   linkedin   github

Full Stack Engineer, Front-End Engineer

Education	B.S. in Computer Sciences 2018 - University of Wisconsin-Madison
Technologies	JavaScript, TypeScript, TailwindCSS, Next.js, React, Redux, Sagas, PostgreSQL, Node.js, Python, Go, GraphQL
Tools	Storybook, Jest, Cypress, Express, GitHub, VSCode, Vercel, Heroku, Stripe, Supabase

Work Experience

PropertyGuru Software Engineer Sep 2023 - Present

Worked on growing, improving, and maintaining Asia's largest online property portal.

+Developed core features by translating Figma designs into styled-components and Next.js.
+Augmented a gating feature by designing an algorithm that masks website URLs using RegEx.
+Operated in a biweekly cycle of sprint plannings and agile methodologies.
+Tested components and features by writing unit tests in Jest.
+Enforced development security by enforcing a pre-push git hook using Husky.

Mumbo Solutions Lead Software Engineer Oct 2022 - Sep 2023

Worked on an e-commerce app for a wholesaler to manage and sell products online.

+Developed a full-stack shopping cart system in React, e-GHL Payments Gateway, Node.js, and Supabase (PostgreSQL).
+Authenticated users using React-Router and Supabase Auth API.
+Supported photo uploads using Supabase Storage API (Amazon s3 Storage).
+Notified users via Email using Courier Notification API.

Expedia Group Software Engineer Nov 2020 - Dec 2021

Implemented designs for Expedia's flagship product, a travel agency & metasearch engine, that serves millions of flight passengers daily.

+Developed core checkout experience features by translating Figma designs into React.
+Accelerated development workflow by integrating Github Actions into the CI/CD pipeline.

DataChat Lead Software Engineer May 2018 - Nov 2020

Worked on an AI Data Analytics chatbot for enterprises to oversee and forecast their data.

+Developed a business intelligence dashboard using React, Redux and Plotly.
+Displayed up-to-date data by automating an analytical data pipeline in React and Python.
+Established end-to-end tests in Cypress for CI/CD completeness.
+Led a team of 5 engineers to introduce a step-by-step tutorial to onboard new users.
+Reviewed pull requests and managed individual deadlines to ensure project delivery.
+Created a chart library with pie charts, bar charts, and OpenStreet maps in React and Plotly.
+Implemented create, read, update, and delete (CRUD) endpoints in Go for managing users.
+Developed a UI wizard for managing users in React, Redux, and Material Table.

Project Experience

Dota Drafter

Dota Drafter is a tool for assessing strengths and weaknesses between characters.

+Designed database for admins to create, read, update, and delete hero pairings using Supabase.

marktoh.com

A photography e-commerce website showcasing several photographs from a photographer.

+Integrated checkout using Stripe's Checkout API and created auxiliary endpoints in Node.js to process checkout session.