

KEE SONG YANG

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EDUCATION

National University of Singapore (NUS) <i>Bachelor of Computing (Computer Science), Honours</i>	Expected Jun 2026
<ul style="list-style-type: none">• Relevant Coursework: Software Engineering, Data Structures & Algorithms, Operating Systems, Databases, Computer Networks• GPA: 4.47/5, Teaching Assistant for CS1010X Programming Methodology — Python	

WORK EXPERIENCE

<u>Alta Exchange</u> (Singapore), <i>Full-Stack Software Engineer Intern</i>	Jan 2026 - Present
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- Maintained a microservices ecosystem using NestJS, React, and TypeORM deploying serverless containerized applications on Google Cloud Platform with MySQL databases

<u>Ola Chat</u> (Singapore), <i>Frontend Software Engineer Intern</i>	Jul 2025 - Dec 2025
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- Engineered React mini-games with WebView, ensuring UI consistency across devices through meticulous design reviews and UX through performance optimizations, including lazy loading and TanStack Query caching
- Designed a modular CI/CD orchestration framework using GitHub Actions and Aliyun Flow, improved separation of concerns and reduced staging server overhead by 8%
- Refactored legacy URL routing across client, server, and database layers, standardised URL structure and optimised nginx configuration to eliminate technical debt and streamline request handling
- Deployed a centralized observability pipeline via Sentry, integrating session replay tracking and Core Web Vitals monitoring to automate error detection and ensure system reliability

<u>Voltade</u> (Singapore), <i>Full-Stack Software Engineer Intern</i>	Jan 2025 - Jun 2025
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- Spearheaded the end-to-end architecture of an AI curriculum planner adopted by 28 preschool branches, showcasing attention to detail by iteratively refining features through weekly cross-functional stakeholder reviews and live demos
- Engineered a robust ETL pipeline using Graphile Worker job queue and PostgreSQL, automating the extraction and idempotent transformation of 20,000+ records to ensure data synchronisation with external platforms
- Diagnosed and patched a critical Supabase authentication bug by analysing server logs to identify email prefetching conflict and restore access for enterprise Outlook users
- Developed a video-to-report system using React and FFmpeg uniform sampling, leveraging OpenAI tool calls for automated student identification, cutting report generation effort by 75%
- Implemented a microfrontend architecture using the single-spa framework, enabling dynamic deployment of independently built modules via Supabase Edge Runtime

<u>Podsmart AI</u> (United States), <i>Full-Stack Software Engineer Intern (Remote)</i>	May 2024 - Aug 2024
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- Devised a usage tracking system using FastAPI & Supabase, eliminating a loophole that allowed free access to transcribed episodes
- Resolved a critical authorisation issue by implementing role-based access control middleware using JWT
- Identified and resolved SQL bottleneck by adding a composite index, optimizing API performance and reducing load time by 60%

PROJECTS

<u>TypeDash V2</u> (Repo Link)	Jul 2025 - Present
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- A real-time type-racing game using React with TanStack, Golang with Gin & WebSockets, deployed using Docker Compose

<u>Exportifellas</u> (Repo Link)	Jan 2025
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- Ideated a plaintext playlist extraction feature using the Spotify API in an open-source fork, deployed for internal use in NUS Raffles Hall to streamline song voting process

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, SQL, Python, Java, C

Technologies: React.js, TanStack, Tailwind CSS, FastAPI, Socket.IO, Firebase, Supabase, Drizzle ORM, Linux, Bash, LLMs, Sentry