

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• Teaching Assistant: CS1010X Programming Methodology — Python	

WORK EXPERIENCE

Ola Chat (Singapore), <i>Frontend Software Engineer Intern</i>	Jul 2025 - Dec 2025
<ul style="list-style-type: none">• 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• Architected a modular CI/CD orchestration framework using GitHub Actions and Aliyun Flow with bash scripts, improved separation of concerns and reduced staging server load• 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	
Voltade (Singapore), <i>Full-Stack Software Engineer Intern</i>	Jan 2025 - Jun 2025
<ul style="list-style-type: none">• 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	

Podsmart AI (United States), <i>Full-Stack Software Engineer Intern (Remote)</i>	May 2024 - Aug 2024
<ul style="list-style-type: none">• 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, preventing free-tier users from accessing premium features• Identified and resolved SQL bottleneck by adding a composite index, optimizing API performance and reducing load time by 60%	

PROJECTS

TypeDash V2 (Repo Link)	Jul 2025 - Present
<ul style="list-style-type: none">• A real-time type-racing game using React with TanStack, Golang with Gin & WebSockets, leveraging Redis for real time updates and leaderboard rankings• Containerized application with Docker and deployed using Docker Compose orchestration, integrating Caddy reverse proxy for automatic HTTPS, PostgreSQL with health checks, and Docker secrets for credential management	

Exportifellas (Repo Link)	Jan 2025
<ul style="list-style-type: none">• 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