

KEE SONG YANG

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EDUCATION

National University of Singapore (NUS)

Expected Jun 2026

Bachelor of Computing (Computer Science), Honours

- **Relevant Coursework:** Software Engineering, Data Structures & Algorithms, Operating Systems, Databases, Computer Networks
- **Teaching Assistant:** CS1010X Programming Methodology — Python

WORK EXPERIENCE

[Ola Chat](#) (Singapore), *Frontend Software Engineer Intern*

Jul 2025 - Present

- Engineered **React** mini-games with **WebView**, ensuring UI consistency through meticulous design reviews and performance optimizations, including lazy loading and **TanStack Query** caching, improving user experience
- Refactored **CI/CD** into a modular two-step architecture, creating reusable **GitHub Actions** for builds and **Aliyun Flow** for deployments; improved maintainability and separation of concerns while reducing server load
- Integrated centralized error monitoring via **Sentry** into internal npm templates, enabling session replay tracking, Core Web Vitals metrics, and automated Slack alerts — ensuring observability across deployments
- Refactored legacy URL routing across client, server, and database layers, standardizing URL structure and simplifying **nginx** configuration to reduce technical debt

[Voltade](#) (Singapore), *Full-Stack Software Engineer Intern*

Jan 2025 - Jun 2025

- Spearheaded end-to-end design of AI curriculum planner adopted across 28 preschool branches, showcasing attention to detail by iteratively refining features through weekly stakeholder reviews, live demos, and continuous feedback loops
- Automated data migration across platforms by building an **ETL**-style pipeline using **Graphile Worker** cron jobs to extract data from external sources, transform WhatsApp message data and load into **PostgreSQL**, ensuring idempotency across 20000+ records
- Resolved a production bug affecting Outlook inbox users by analysing server logs and identifying **Supabase Auth** email prefetching behaviour that caused magic links to expire
- Developed a video-to-report system using **React** and **FFmpeg**, optimising speed by extracting key frames in compact format, leveraging OpenAI tool calls for automated student identification, cutting report generation effort by 75%
- Learnt **Vue** and **Ruby on Rails** from scratch within 2 weeks, integrated Meta webhook and API to launch a broadcast feature with tracking metrics, allowing messages to be sent to 1000+ customers per campaign

[Podsmart AI](#) (United States), *Full-Stack Software Engineer Intern (Remote)*

May 2024 - Aug 2024

- 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

- Developed a real-time type-racing game using **React** and **WebSockets** (migrated from **Socket.IO**), leveraging **Redis** for centralised game state management and **Redis Pub/Sub** to broadcast typing progress to users within multiplayer rooms
- Migrating backend from Express.js to Golang for better concurrency support; implementing a **Redis**-powered leaderboard system for real-time ranking updates

Exportifellas ([Repo](#) | [Link](#))

Jan 2025

- 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

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