SHI JIE SAMUEL TAN

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EDUCATION

B.A. Computer Science, Haverford College — May 2023 (Expected)

· Introduction to Computer Science and Data Structures

WORK EXPERIENCE

Innosparks, Singapore Technologies (ST) Engineering — Jul 2018 - Jan 2019
Junior Software Developer

· Secured a $3M contract from Singapore's Ministry of Health in a 4-man team by building the back-end for a national healthcare e-commerce prototype independently using .NET Core and MVC architecture
· Reduced software test runtime by 15% and improved code maintainability by creating and automating the prototype's unit and integration tests with xUnit
· Accelerated feedback loop for client trials in hospitals by 20% by developing the prototype's admin tools with React and Webpack
· Leveraged Knowledge of Git, React.js, Webpack, HTML, CSS, Typescript, .NET Core, EF Core, C#, Postman, MVC Architecture, Web Debugging, Agile Development

BigBulb Studio — Nov 2017 - Apr 2019
Co-founder and Software Developer

· Increased customer traffic for beauty service providers in Southeast Asia by 60% by building a client-facing site and e-commerce platform for Asiabeau using React and Webpack
· Designed SPA front-end for the 9500-member multi-venue trading platform Sigma which allows users to annotate financial graphs and share opinions on financial trends
· Reduced DAB Technology's old static website's loading time by 30% converting it into a modern e-commerce platform using Webpack, Vue.js and SASS
· Leveraged Knowledge of React.js, Vue.js, Webpack, HTML, SASS, SPA, Web Debugging, Postman

PROJECTS

Project Savior — Nov 2017 - Now

· Designed an open-source game engine utilizing HTML, CSS, and Javascript, targeting for lowest possible load and maximum performance
· Developed the game engine's language API to allow scriptwriters to map stage movement and speech with screenplay terms
· Wrote the story for Princess Savior, a browser-based visual novel and managed artists and composer to generate visual novel assets
· Wrote an in-game clicker game utilizing HTML, CSS, Typescript and Webpack using OOP principles
· Currently securing final art assets and revamping game engine to optimize frame skipping operations
· Leveraged Knowledge of Git, HTML, CSS, Typescript, Javascript, Webpack, Web Debugging

SKILLS

Languages	HTML, CSS, Javascript, Typescript, C#, Python
Frameworks	jQuery, .NET Core, Node.js, React.js, Vue.js, Webpack, Entity Framework Core
Tools	Git, Postman