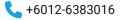
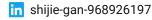
Shijie Gan

Portfolio: https://shijiegan.vercel.app

shijiegan.gs@gmail.com







WORK EXPERIENCE | INDUSTRIAL PROJECTS

Ant International

Backend Engineer Nov 2024 - Mar 2025

- Participated in multiple critical projects, including the merchant registration system, non-insured refund project, and merchant OTP system.
- Developed backend and middleware components using Sofaboot, Spring Boot, message brokers, job scheduling, and dynamic resource configuration.
- Focused on security and risk management, applying Ant's three golden rules: grayscale strategies, monitoring, and emergency response.
- Gained valuable insights into the acquiring and payments ecosystem, including strategies for managing large-scale traffic during high-demand events like 11.11.
- Selected for a business trip to attend Ant International's global event in Hangzhou, China; gained business exposure while working onsite at Ant HQ and Alibaba's Xixi campus.
- Collaborated cross-functionally with teams from China and Singapore in a high-intensity, fast-paced engineering culture.

iFAST Corporation Ltd.

Full-Stack Software Engineer

Nov 2023 - Feb 2024

- Contributed to the development and maintenance of the iFAST Global Bank platform (https://www.ifastgb.com) with a focus on full-stack web development.
- Collaborated on a back-office email service project alongside a senior developer.
- Built and integrated RESTful APIs using Spring Boot and implemented frontend features using Angular.
- Resolved bugs and improved application stability to enhance user experience.
- Practiced industrial Scrum methodology through daily stand-ups and sprint planning.
- Worked with UI/UX teams to translate user requirements into system designs and actionable components.
- · Participated in the KitaHack hackathon and engaged with other interns to promote innovation and collaboration.

EDUCATION

Monash University

Bachelor Degree of Computer Science - CGPA: 3.97/4, WAM: 90.15/100

Oct 2022 - Jul 2025

- · Achieved the Monash High Achiever Award.
- Highest scorer in multiple academic subjects, including 100% score in Python Development & Mobile Application Development.
- · Won 1st Place in the Al Pac-Man Challenge across campuses in Malaysia and Australia.

Imperial College London

Certificate of Higher Education in Mechanical Engineering

Oct 2019 - Jul 2022

- · Received Recognition for Excellence in Design and Manufacture.
- Ranked in the top 10% of the cohort in several examinations.

Taylor's College

Description Albertal Disch Ashier

Jan 2018 - Jul 2019

- Recognized for A-Level's High Achiever.
- · Awarded with Taylor's Merit Scholarship.

PERSONAL PROJECTS

Cambridge A-Levels - 4A*

Personal Portfolio Website [7]

Jun 2025 - Jul 2025

Built a personal portfolio website using Next.js, TypeScript, and Framer Motion, featuring glassmorphism, smooth animations, and a responsive UI to showcase my software engineering journey.

Al Chatbot Platform [7]

Jun 2024 - Jun 2025

Designed and developed an AI-powered chatbot platform that empowers businesses and individuals to create and deploy custom chatbots with ease. Users can upload documents (PDF, Word, Excel, Text), which are processed using Retrieval-Augmented Generation (RAG) techniques and indexed in a FAISS vector database. The platform trains a tailored chatbot based on the uploaded content, enabling users to embed it seamlessly into websites via a simple HTML <i frame > tag. Intelligent responses are generated using OpenAI's ChatGPT API, ensuring accurate and context-aware interactions.

Chrome Extension - Quickie [7]

Apr 2025 - Apr 2025

Developed Quickie, a one-click Chrome extension using Manifest V3 and the Chrome Extensions API. It enables instant access to browser actions including tab management, scrolling, site settings, cookie settings, and QR code generation, enhancing productivity without the need for shortcuts or menus.

Pac-Man Al Sep 2024 - Oct 2024

Designed and implemented intelligent AI agents to play Pac-Man using A search with custom heuristics, alpha-beta pruning, Q-learning, Value Iteration, and a from-scratch perceptron model for optimal decision-making in complex, randomized maps.

Tetris Game [7] Sep 2023 - Oct 2023

Developed a modern Tetris game using TypeScript and RxJS with reactive architecture, SVG rendering, and immutable state management. Features include real-time input handling, scoring, level scaling, hold queue, next piece preview, and custom wallkick logic, all without a game engine.

AWARD

International Level

- Australian National Chemistry Quiz | Royal Australian Chemical Institute | 2018 High Distinction Award
- Euclid Contest | University of Waterloo | 2018 Distinction Award
- Australian Mathematics Competition | Australian Mathematics Trust | 2018 Distinction Award
- · Australian Mathematics Competition | Australian Mathematics Trust | 2016 Distinction Award
- Australian Mathematics Competition | Australian Mathematics Trust | 2014 Distinction Award
- · Kangaroo Maths Competition | Association Kangourou sans Frontières | 2016 Gold Medal
- Kangaroo Maths Competition | Association Kangourou sans Frontières | 2014 Silver Medal
- UNSW Global Mathematics | University of New South Wales | 2016 Distinction Award
- UNSW Global Mathematics | University of New South Wales | 2015 High Distinction Award
- UNSW Global Mathematics | University of New South Wales | 2013 Distinction Award
- Singapore and Asian Schools Math Olympiad | SASMO | 2016 Bronze Award
- Singapore and Asian Schools Math Olympiad | SASMO | 2014 Silver Award

National Level

- · Monash Coding League | Monash University | 2024 Sixth Place
- · Hackfest Hackathon | Monash University | 2024 Participation Award
- KitaHack | GDSC Malaysia | 2024 Participation Award
- Malaysian National Chemistry Quiz | Ministry of Education Malaysia | 2017 Distinction Award
- · National Olympiad Mathematics Competition | Ministry of Education Malaysia | 2015 Honorary Commendation
- National Chess Competition | UTeM | 2012 Award of Excellence

State Level

- Chinese Poem Recitation | Ministry of Education Malaysia | 2017 First Runner Up
- Chinese Poem Recitation | Ministry of Education Malaysia | 2016 Champion
- Chinese Poem Recitation | Ministry of Education Malaysia | 2015 Champion
- · Chinese Poem Recitation | Ministry of Education Malaysia | 2014 Champion
- Chinese Poem Recitation | Ministry of Education Malaysia | 2013 Champion

School Level

- Monash High Achiever Award | Monash University | 2022-2025
- FIT2081 Mobile Application | Monash University | 2024 Commendation Award
- Pac-Man Challenge | Monash University | 2024 1st Place
- FIT1043 Data Science Kaggle Competition | Monash University | 2022 2nd Place
- Design and Manufacture | Imperial College London | 2021 Excellence Award
- Chinese Society | SMJK Yok Bin | 2017 President
- · Chess Club | SMJK Yok Bin | 2017 Vice President

SKILLS

- Frameworks: React, Angular, Springboot, Flask, Next.js, Node.js, Express.js
- Programming Languages: Python, Java, JavaScript, TypeScript, SQL, HTML, CSS, R, Marie, Haskell
- Development Principles: OOP, DAO, UI/UX, Data Structures, Database Design, Sequence Diagram, Middlewares, Cybersecurity, Git, Docker
- Artificial Intelligence: OpenAl APIs, LangChain, RAG, FAISS Vector Database, Search Algorithms
- Data Science: Data Analysis, Data Modeling, Statistical Modeling

LANGUAGE

- Fluent in English, Chinese and Malay.
- · Basic in Cantonese.