

# Hong Sng

Software Developer

412-636-8764

[sng\\_hong@outlook.com](mailto:sng_hong@outlook.com)

[developer portfolio](#)



## EDUCATION

**Carnegie Mellon University, Pittsburgh** — *B.S. in Information Systems*

GPA: 4.0

MAY 2025

**Raffles Institution, Singapore** — *Cambridge 'A' Levels*

GPA: 4.0, Grade 'A' Received for all 7 subjects taken

DEC 2018

## EXPERIENCE

**Novocall, Singapore** — *Software Developer*

MAY 2021 - AUG 2021

- Integrated customer relationship management tool with WhatsApp, Telegram, Shopify and EasyStore
- Improved product market share in Shopify and EasyStore by **10%**
- Experienced Agile Scrum methodologies at a mid-stage software startup
- Used: React, Ruby on Rails, Postgresql, JS libraries (jQuery, Axios)

**Novena Furniture, Singapore** — *Front-End Developer*

NOV 2020 - APR 2021

- Oversaw transition from traditional business model to E-Commerce
- Built digital storefront that increased post-pandemic sales by **20%**
- Implemented responsive web design and mobile optimization
- Integrated with Airtable for database management and Stripe for checkout
- Used: HTML, CSS, JavaScript, React, Next.js, Tailwind, Shopify Liquid & SCSS

## PROJECTS

**ASL to Speech Conversion (Social Good Prize, CMU Hack112)**

NOV 2021 - PRESENT

Trained Tensorflow's deep learning model to identify American Sign Language (ASL) through a webcam (openCV) and output speech in a language of choice with Google Text-to-Speech (Gtts)

**Litter Density Heatmap (Bloomberg Sustainability Prize, HackCMU)**

OCT 2021 - PRESENT

Retrained Detectron2's region-based convolutional neural network model to identify litter using the TACO dataset. Fed model bus camera footage and visualized Pittsburgh litter density on a heatmap with Google Maps' JavaScript API.

**3D Space Shooter - Homebound**

FEB 2020 - AUG 2020

Intergalactic space chase built with Unity 3D and C# scripting. Its breathtaking galaxy awaits your [exploration](#).

## COURSEWORK

Fundamentals of Programming, Concepts of Mathematics (Fall 2021)

Principles of Imperative Computation, Functional Programming (Spring 2022)

## SKILLS

Full-Stack Web Development

AI/ Deep Learning

Game Design

## STACK

Python 3

HTML5, CSS3

JavaScript (ES6)

React (Hooks)

Ruby on Rails

C#

C

SQL

## APPLICATIONS

Unity 2D, 3D

## LANGUAGES

English

Chinese

Japanese