Hong Sng

Software Developer

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developer portfolio



EDUCATION

Raffles Institution, Singapore — Cambridge 'A' Levels (7 'A's)

DEC 2018

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

MAY 2025

COURSEWORK

Fundamentals of Programming, Concepts of Mathematics (Fall 2021)

Principles of Imperative Computation, Functional Programming (Spring 2022)

EXPERIENCE

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
- Used: HTML, CSS, JavaScript, React and Shopify (Liquid and SCSS)

SKILLS

Full-Stack Web Development

Game Design

E-Commerce

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)

STACK

HTML5, CSS3

JavaScript (ES6)

React (Hooks)

Python 3

C#

Ruby on Rails

PROJECTS

E-Commerce Project with Nextjs

FEB 2021 - APR 2021

E-Commerce site built with React, Nextjs and styled with Tailwind. Integrated with Airtable for database management and Stripe for checkout. See the live demo.

APPLICATIONS

Unity 2D, 3D

Homebound

FEB 2020 - AUG 2020

Intergalactic space chase coded in C# and Unity 3D. Its breathtaking galaxy awaits your exploration.

LANGUAGES

English

Chinese

Japanese

Project Sushi

NOV 2019 - JAN 2020

Light-hearted arcade game built with Unity 2D and C# scripting. Play as a tiny human escaping obstacles on a sushi conveyor belt here!