



Liow Shan Yi

I'm a Self-Motivated and Independent Full-Stack Developer who is passionate about Web 3.0 and Blockchain Technology. I'm always looking for new opportunities to learn and grow in this space.

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EDUCATION

Bachelor of Computer Science Taylor's University

03/2019 - 08/2021

CGPA: 3.7

Diploma in Information Technology College MDIS

04/2016 - 11/2018

CGPA: 3.5

WORK EXPERIENCE

Full-Stack Developer DM Dasher Sdn Bhd

10/2021 - 05/2022

Tasks

- Responsible for transforming user requirements from user stories into efficient software solutions.
- Created innovative Front-end UI designs through ReactJS and Material UI framework.
- Assisted the back-end development team in Creating & Maintaining RESTful APIs using ExpressJS and NodeJS to integrate with the MongoDB database.
- Participated in project's software development life cycle through GitHub version control system and Agile Methodologies.
- Worked closely with Tech Lead for an existing parcel tracking web application built with NextJS by conducting regular code reviews and Feature Implementation.

Full-Stack Developer Internship Code for Asia

04/2021 - 08/2021

Tasks

- Contribute quality code across the Full-stack in developing and rolling-out new features.
- Develop and Implement highly-responsive user interface components using ReactJS.
- Create high-quality and dependable RESTful APIs to allow web functionality using ExpressJS and NodeJS.

TECHNICAL SKILLS

Java

HTML

CSS (Tailwind CSS)

React Native

Typescript

Next.js

React

Express.js

Node.js

MongoDB

Git

PROJECTS

Pengin Club (2022)

- Designed personal NFT collection based on penguins.
- Interacts with Smart Contract to Mint a new NFT on the Ethereum blockchain.
- NFT collection published on the world's largest NFT Marketplace.
- Demo Website** [🔗](#)

CoinPenguin (2022)

- Full-stack Web Application that provides Fundamental Analysis for the cryptocurrency market.
- Provides Technical Analysis for the retrieved cryptocurrency data in chart.
- Demo Website** [🔗](#)

Petrosains Geotime Diorama (2021)

- Designed Two interactive games built with Unity and C# scripts.
- Promoted STEM Learning through interactive game based on Fossil Casting and Liquefaction to young students in Malaysia.

WeDonate (2019)

- Created a Mobile Application prototype on Android with Java.
- Online Marketplace that allows users to donate their revenue to charity organizations.

MDIS Cafeteria (2018)

- Developed a Food ordering prototype website to promote E-Menu and Food Ordering within Campus.

PARTICIPATIONS

NASA Space Apps Challenge 2019

Ideathon participation

LANGUAGES

English

Professional Working
Proficiency

Chinese

Professional Working
Proficiency

Malay

Limited Working Proficiency