Aly Ly

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Software generalist experienced with full-stack development, seeking software development jobs.

Featuring Skills

Professional Skills
- **Unity/C#/.NET** - 2 years of professional experience.
- **TypeScript/React** – Frontend development: single-page-apps, e-commerce, various styling tech stacks.
- **Express/NextJS** – Backend development: REST API, service-oriented architecture.
- **Git version control** – Basic fluency with source control operations for various workflows.
- **Agile** – Familiarity with Jira Software: 2 years as Scrum member, 8 months as games producer.

Work Experience

Aubot (Remote – internship)

Software Engineer   1/2025 – 2/2025
- Performed user testing & provide feedbacks to internal teams and seniors.
- Extended data validation pipeline with Regex matching and business logic constraints to improve integrity.
- Streamlined manual content generation process with automated JSON parsing and conversion.
- Authored detailed documentations to assist onboarding of new interns and provide reference manual.

Codiland (Remote – part-time)

Unity Developer   11/2022 – 1/2025
- Designed and developed proprietary game IPs for mobile using Unity.
- Utilized version control systems (Git, PlasticSCM) to manage repositories and asset pipelines.
- Researched cutting-edge and low-level technologies (AR/VR, deterministic physics-sim) for domain requirements.
- Maintained documentations on core architecture and key decisions made during development.

Personal Projects

Harmony Craft • https://aly-technical-blog.vercel.app/blogs/harmony-craft

Full-stack Application Developer   12/2024 – Present
- Cross-platform development with C#/Avalonia.NET & MVVM.
- Realtime pitch detection & advanced audio playback processing.
- OAuth/PKCE authentication using Supabase cloud services.
- PostgreSQL song database with tagged metadata to offer personalized suggestions based on user profile.

Technical Blog • https://aly-technical-blog.vercel.app

Full-stack Web Developer   11/2024 – Present
- Designed and developed blog website with NextJS for personal usage, hosted on Vercel.
- Employed SSG and SSR where possible to optimize SEO performance.
- Established MDX-based content pipeline to transform markdown content to HTML.
- Setup automated content-proofing via commit hooks with Jest unit tests.

Afterlight (capstone project) • https://afterlight-game.github.io

Lead Programmer/Optimization Engineer   03/2024-Present
- Implemented mesh-shadow physics for experimental 2D/3D genre blend.
- Leveraged concurrent processing with Jobs to optimize heavy operations for real-time performance.
- Implemented low-level HLSL shaders to achieve custom visual effect.

Education

Bachelor of Games & Interactivity/Bachelor of Computer Science   Expected graduation 12/2025

Swinburne University of Technology, Melbourne
- GPA: 3.95/4.0, High Distinction