Aly Ly

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

Top Skills

Professional Skills
- **Unity/C#** - 2 years of professional experience.
- **TypeScript/React/Angular/Vue** – Frontend development: single-page-apps, various styling tech stacks.
- **ExpressJS** – Backend development: REST API, service-oriented architecture.
- **Git version control** – Fluency with source control operations for various workflows.
- **System design** – Foundational understanding of distributed/cloud-native architectures and services

Work Experience

Codiland (Remote – part-time)
Web Developer   7/2025 – Present
- Develop functional-reactive RPG engine using Angular.
- Leverage LLMs and AI pipelines for procedural content generation.

Aubot (Remote – internship)
Software Engineer   1/2025 – 2/2025
- Performed user testing & provide feedbacks to streamline internal process.
- Enhanced content generation pipeline with automation to speed up implementation.

Codiland (Remote – part-time)
Unity Developer   11/2022 – 1/2025
- Designed and developed proprietary IPs for mobile using Unity.
- Utilized version control systems (Git, PlasticSCM) to manage repositories and asset pipelines.

Personal Projects

Technical Blog • https://aly-technical-blog.vercel.app
Web Developer/Content Writer   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.

Harmony Craft • https://aly-technical-blog.vercel.app/blogs/harmony-craft
Full-stack Application Developer   12/2024 – 2/2025
- 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.

Education

Bachelor of Games & Interactivity/Bachelor of Computer Science   Expected graduation 10/2025
Swinburne University of Technology, Melbourne
- GPA: 3.9/4.0, High Distinction

Achievements & Certificates

AWS Solutions Architect – Associate   9/2025
- Passed the AWS Solutions Architect – Associate exam
- Verifiable badge link: https://www.credly.com/badges/43831788-47b9-4ae6-b235-183ea3a8e135

IntegraDev Student Prize • **Object-oriented Programming**   2023
- Achieved highest grades among semester 1/2023 cohort for Swinburne's COS20007 - OOP.