Kok Tim Ming

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EDUCATION

Bachelor of Computer Science (Advanced)

Monash University

Feb 2022 - Jul 2025 Subang Jaya, MY

Specialization: Advanced Computer Science (CGPA: 3.88/4.00, WAM: 86.4/100)

Relevant Coursework: Data Structures & Algorithms, OOP, Mobile App Development, Databases

EXPERIENCE

Software Engineer Intern

Lizard Global

Nov 2023 - Feb 2024 Kuala Lumpur, MY

- Contributed to a rapidly evolving learning management system in the MERN stack, shipping new functionality each sprint in close collaboration with design and backend team members
- Delivered 20+ responsive, production-ready webpages from Figma designs using highly customised AntD components with WCAG-compliant accessibility
- Spearheaded state management migration from Context API to Zustand, reducing unnecessary re-renders and improving page load times
- Integrated type-safe GraphQL APIs with Apollo Client to support reliable queries, mutations, and responsive UI updates

Class Assistant (FIT 2102 Programming Paradigms)

Monash University

Jul 2024 - Nov 2024 Subang Jaya, MY

- Served as dedicated teaching assistant for FIT2102 Programming Paradigms course, mentoring 150+ undergraduate CS students on functional programming paradigms in TypeScript and Haskell
- Delivered 9 contact hours per week, leading workshops and consultations to clarify advanced concepts and support students' learning on challenging course material

PROJECTS

create-react-creative

Sep 2025 - Present

Developed an open-source npm scaffolder in TypeScript/Node.js with fully-automated testing and CI/CD package-release via GitHub Actions

Portfolio Website Apr 2025 - Sep 2025

• Designed and built a personal portfolio website with React, TypeScript, and Tailwind, focusing on accessibility, responsiveness, and unconventional UI to highlight projects and creative coding work

NutriTrack Apr 2025 - June 2025

• Built a nutrition analysis Android app delivering GenAl-powered insights (Gemini), using MVVM architecture with Kotlin, Room (SQLite), and Retrofit

Final Year Project Mar 2024 - Nov 2024

 Developed a full-stack CBT-based mobile app in a team of 3 using React Native & FastAPI, integrating multimodal ML for depression detection

Tetris Aug 2023 - Sep 2023

 Created a fully functional Tetris game using reactive programming principles in RxJS, showcasing advanced functional programming patterns in TypeScript

SKILLS

Libraries & Tools: React, Vue, React Native, Kotlin, SQLite, MongoDB, Node.js, Flask, Figma, Tailwind, Git **Programming Languages:** TypeScript, Python, Go, Java, SQL, YAML

Languages: English (Native), Mandarin (Fluent Casual), Malay (Limited)