

# Joey Wong

## <Software Engineer />

{ [LinkedIn](#) | [My Portfolio](#) | [Latest Project](#) (Scrabble Helper) | [GitHub](#) }

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### PROFILE

I'm a software engineer with a strong **focus on front-end development** and hands-on experience across the full stack, including **backend development, QA, and database systems**. I enjoy building clean, responsive, and user-friendly web experiences using **HTML, CSS, JavaScript, React**, and tools like **Figma** and the **Adobe Creative Suite**, transforming creative ideas into polished digital products.

While front-end is my focus, I gained valuable full-stack experience at **Symbio Networks**, working across **PHP, SQL, QA, and production systems**. I handled tasks such as billing data retrieval, service state updates, debugging legacy tools, and monitoring logs with Kibana, building strong troubleshooting skills in a live, high-scale environment.

In previous roles as a **Multimedia Developer** and **UX/UI Teaching Assistant**, I created interactive, accessible content and supported others on their development journey. Through these experiences, I bring a strong problem-solving mindset, adaptability, and a passion for creating helpful, intuitive tools that make a real impact.

### LATEST PROJECT

#### Scrabble Helper – <https://scrabble-helper.netlify.app/>

June 2025 – December 2025

A self-initiated web tool designed to help users explore word combinations based on their available letters. It includes filtering by word length, required letters, wildcard support, and more—offering both practicality and a bit of “harmless cheating” for Scrabble fans.

Built with **vanilla JavaScript**, **modular CSS**, and DOM manipulation, Scrabble Helper reflects my passion for transforming everyday interests into genuinely useful tools for others. It's also a showcase of my ability to design, build, and deploy complete projects independently.

### TECH SKILLS

#### Frontend Development

HTML5, CSS4, JavaScript (ES6+), TypeScript, React, Next.js, React Native, jQuery

#### Styling & UI Frameworks

Tailwind CSS, Bootstrap

#### Backend & APIs

Node.js, PHP, OAuth (Authentication)

#### Cloud, DevOps & Infrastructure

AWS, Docker, Kubernetes, CI/CD Pipelines (GitLab CI, Vercel, Netlify)

#### Databases & Search

MySQL, Elasticsearch

#### CMS

Sanity.io (Headless CMS), Schema Design

#### Design & Prototyping

Figma, Miro, Adobe Creative Suite (Photoshop, Illustrator, InDesign)

#### Version Control & Collaboration

Git, GitLab, GitHub, Agile

#### Accessibility

WCAG Standards, Accessible Web Development

## EXPERIENCE

### **TAFE Queensland, Queensland, Australia — Multimedia Developer**

February 2024 – January 2025 (11 months)

- Collaborated with the Multimedia Team Leader and Instructional Designers to plan and design online educational content
- Designed, developed, and implemented engaging multimedia content for online and blended learning
- Revamped existing products to enhance usability, functionality, and accessibility, ensuring compliance with defined requirements, web standards, and accessibility design guidelines
- Utilised technical expertise in Adobe Creative Suite®, HTML, CSS, and JavaScript to develop interactive learning resources for web and Learning Management Systems
- Contributed to the development and maintenance of style guides

Tools used: Adobe Photoshop, Adobe Illustrator

### **edX, Melbourne, Australia — UX/UI Teaching Assistant**

December 2022 – March 2024 (1 year 4 months)

UX/UI – Live Online Teaching Assistant at Monash University.

- Provided support to students along with the teaching instructor
- Helped students achieve their learning goals to become UX/UI designers
- Mentored and actively engaged students in the classroom
- Facilitated a continuous learning environment for the students
- Graded their homework and group project assignments
- Assisted students in understanding any feedback they receive
- Aided students in navigating Front End development challenges, including HTML, CSS, JavaScript, and JQuery
- Troubleshoot any technical issues, such as GitHub, Figma, Miro, and Zoom

Tools used: Figma, Miro, Zoom, CodePen, GitHub.

### **Symbio Networks, Victoria, Australia — Graduate Software Engineer**

January 2022 – April 2023 (1 year 4 months)

As a Graduate Software Engineer, I had diverse responsibilities encompassing software development, logging and monitoring, and testing. Within my team, we focused on the provisioning for ALDI Mobile, which is owned by MEDION German. Our main objective was to ensure the seamless operation of ALDI Mobile's backend systems, including critical functions

## LANGUAGES

English, Cantonese, Mandarin

like mobile plan recharges and the effective distribution of mail and SMS campaigns.

#### Software development and deployment:

- Participated in the full software development lifecycle, including requirements analysis, design, coding, testing, and deployment
- Conducted thorough testing and debugging of software components to ensure high quality and reliability
- Utilized GitLab CI/CD tools for regular deployments of 11 software applications
- Monitored and resolved issues related to build failures, test errors, and deployment glitches
- Conducted an in-depth analysis of the existing mass mailing functionality for improvement and enhancement

#### Logging and Monitoring:

- Designed and configured custom Watcher alarms in the ELK Stack to detect anomalies and trigger notifications
- Utilized Kibana logs and visualizations to proactively detect and troubleshoot performance-related issues
- Acted as a BAU (Business as Usual) person to ensure recharges
- Actively took on the responsibility of After-Hour Support for critical processes outside regular business hours
- Oversaw the daily reports generation process to ensure accuracy and timeliness
- Analyzed alarm data and generated reports for troubleshooting and improvement purposes

#### Testing:

- Acted as the interim Quality Assurance (QA) resource during the senior QA's absence
- Executed test cases, scripts, and plans for comprehensive test coverage
- Reported and documented software defects, tracked their resolution, and retested for successful resolution
- Tested endpoint APIs using POSTMAN to ensure proper functionality and adherence to specifications
- Collaborated with developers and product owners to understand requirements and verify implementation

## **FanTipper, Melbourne, Australia — Software Engineer**

October 2018 - March 2020 (1 year 6 months)

- Independently handled front-end development from scratch for both iOS and Android platforms, leveraging the React Native framework
- Demonstrated strong proficiency in frontend technologies such as JavaScript, React, HTML, and CSS, implementing responsive web designs on ReactJS websites
- Provided recommendations for web design improvements based on fundamental UI/UX principles
- Gained valuable insights and experience in the fundraising sector, contributing as a collaborative team player in a dynamic work environment
- Maintained excellent communication skills and displayed the ability to work both independently and in coordination with others
- Showcased creativity and presented unique ideas through website front-end design implementations

## **EDUCATION**

### **Swinburne University of Technology, Melbourne, Australia** *Bachelor of Computer Science*

March 2017 - July 2020

Majored in Software Development

### **RMIT University, Melbourne, Australia** *Advanced Diploma of Screen and Media*

March 2016 - December 2016

Focused on Digital Communication and Multimedia

### **RMIT University, Melbourne, Australia** *Diploma of Interactive Digital Media*

February 2015 - December 2015

Focused on Game and Interactive Media Design

### **RMIT University, Melbourne, Australia** *Foundation Studies*

February 2014 - January 2015

Art, Design, and Architecture Stream