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Wei Xiang Lim

Professional Summary

Dedicated Software Engineer with a proven track record of successful software projects. Expertise in C++, debugging, automation and software development lifecycle.

Work History

Autodesk - Software Engineer
07/2022 - Current

- Delivered multiple release features in AutoCAD Mechanical using C++, C# and ObjectARX. These features made direct contributions to a 10% update adoption rate from existing customers and increase in MAU (Monthly Active Users).
- Resolved a multi-year product legacy defect related to save formats affecting a large portion of compliant license users. Released the patch through a product update, resulting in a significant dip in user runtime crash reports in the aforementioned bucket of the following CER (Crash Error Report).
- Migrated single-platform C# and VB.NET codebases using .NET Framework to the multi-platform .NET Core which is an official long-term support (LTS) feature from Microsoft, improving the scalability of existing codebases.
- Updated various codebases to utilize new C++ 20 features as well as adopting industry-standard design patterns like RAII and SRP.
- Developed an Artificial Intelligence (AI) prototype tool in AutoCAD Electrical & Mechanical using TensorFlow, Keras, Python and ObjectARX, utilizing Natural Language Processing (NLP) and LLMs. This plugin allows users to create sample draft drawings using custom prompts.

Autodesk - Software Engineer Intern
01/2022 - 06/2022

- Developed a product-wide GUI injection software to aid in the UI automation of AutoCAD toolset products using C#, Python and C++. This automation project serves as an upgrade to the existing testing framework, resulting in more than 30% reduction in automation runtime crashes (false positive testcase results) and more than 25% speed improvement.
- Worked on deploying toolset features cross-platform with NodeJS, C++, JavaScript and C#. The web-based componentization allows certain vertical toolset features to be utilized by vanilla AutoCAD and other similar products.
- Received a full-time conversion offer at the end of the internship.

DigiPen Institute Of Technology - Teaching Assistant
02/2018 - 03/2021

- TA throughout all 3 years (Junior - Senior) while pursuing my Bachelor's degree in DigiPen Institute of Technology.
- Facilitated the tutoring, grading and mentoring of students across multiple disciplines (RTIS, BSGD) and modules (CS100, CS250, MAT140, GAM250, GAM300).

Neeuro - Software Developer
09/2015 - 11/2015

- Delivered a full-fledged prototype with C# aimed to help improve cognitive abilities of adolescents. This was later integrated into Neeuro's flagship application.
- Developed core parts of the primary UI Canvas of the flagship application with Unity C# MonoBehavior.
- Worked on the integration of EEG Senzeband technology into the software.

Contact

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- 🔗 https://weixianglim.github.io/

Skills

- C++
- C
- C#
- .NET Core
- .NET Framework
- JavaScript
- NodeJS
- ReactJS
- Machine Learning
- Python
- Keras
- TensorFlow
- Jenkins
- Git

Education

03/2021
DigiPen Institute of Technology
Bachelor of Science: Computer Science

- Degree awarded with Magna Cum Laude 2nd Honors, GPA 3.75/4.00
- Technical Lead for all 6 major credit-bearing projects, inclusive of 4 cross-disciplinary projects and the final year project.
- Led 2 teams to win multiple categories in the DigiPen Game Awards (DGA) involving external industry sponsors.
- Director List for every semester.
- Teaching Assistant (TA) for various CS and MAT mods.

03/2016
Nanyang Polytechnic
Diploma: Computer Science, Digital Entertainment Technology

- NYP Scholarship holder.
- Technical Lead for the final year project, Illan: Shades of Memories, which got eventually green-lit on Steam and featured on Straits Times.
- Worked on multicore development for the PlayStation 4.