Loh Xin Jun

+60 10 366 7910 | Email | LinkedIn | Website Subang Jaya, Malaysia

Education

Iowa State University
B.S. in Computer Science

Ames, Iowa

August 2018 - May 2021

• GPA: 3.61/4.00

Skills

• Java, C, C++, TypeScript, Javascript, PHP, CSS, SCSS, HTML

Language

• English, Mandarin, Malay

Experience

PeachPay, Full-stack Software Engineer

July 2021 - March 2024

- Developed and continually enhanced user interface features to improve the online shopping experience for customers on an e-commerce platform.
- Integrated various online payment APIs including Stripe, Square, and PayPal to streamline the process for online merchants, enabling them to seamlessly connect their preferred payment processors.
- Written comprehensive end-to-end tests for multiple user interface features using PlayWright, enhancing the plugin's robustness and ensuring reliable functionality.
- Acquired proficiency in Typescript and PHP to build highly scalable and testable code.

ISU Dining, Student Employee

January 2019 - December 2019

- Provide good customer service by taking customer orders and serving food to customers
- Developed soft skills such as communication and collaboration with my co-workers

Project

ECG Anomaly Detection

January 2021 – May 2021

COM S 402: Senior Design

- Collaborated with a team of four to create a dynamic web page showcasing anomaly data for individuals.
- Tasked on designing user interfaces using Angular as the main framework and improved skills in using CSS and Bootstrap

InTouch

August 2019 - December 2019

COM S 309: Software Development Practices

- Developed a mobile application called InTouch that utilizes GPS technology to facilitate students' connections with people in their vicinity.
- Gained experience in using Android Studio to design the user interface of InTouch.

COM S 319: Construction of User Interfaces

August 2020 – December 2020

- Strengthened skills in HTML, CSS, JavaScript, and UML diagrams
- Collaborated with two people to develop a web page using React and CSS