LEE ZHENG YANG

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PROFESSIONAL SUMMARY

Highly motivated technologist with a background in procedural logic, transitioning into network engineering. Proven track record of self-directed learning in systems administration, network infrastructure, and secure data pipelines via extensive homelab deployments and Linux environments. Eager to bring my troubleshooting acumen, passion for privacy engineering, and curiosity for "under the hood" networking to the Red Alpha Network Engineer Programme.

TECHNICAL CAPABILITIES

- **Systems & Infrastructure:** Linux (Fedora), Windows, macOS, Docker, NAS Deployment (TrueNAS, ZimaOS), PC Hardware Assembly & Troubleshooting.

- **Networking & Security:** Cloudflare Tunneling, Secure Remote Access Protocols, Local Data Sovereignty, Network Configuration.

- **Programming & Development:** C#, Web Dev (HTML/CSS/JS), Git, Local LLMs (Ollama).

- **Tools & Workflows:** VS Code, Xcode, Houdini (Node-based workflows), Gantt Chart Systems.

INFRASTRUCTURE & ENGINEERING PROJECTS

Homelab Infrastructure & Network Setup | Self-Taught

- Deployed bare-metal home servers (ZimaOS, TrueNAS) for centralized data management, mastering hardware assembly, RAID concepts, and secure data migration.

- Orchestrated Docker containers to host personal applications, managing local network routing and resource allocation.

- Implemented Cloudflare Tunnels for secure, encrypted remote access to homelab services without exposing public ports.

- Optimized hardware resource management and compute loads by deploying local AI models (Ollama).

Privacy-Focused iOS Application | Personal Development

- Developing a prototype iOS application utilizing SwiftData and Apple Intelligence to investigate local-first data paradigms.

- Leveraging on-device machine learning to ensure sensitive user metrics remain entirely isolated from external cloud environments.

PROFESSIONAL & ACADEMIC HISTORY

Part Time Specialised Diploma in Visual Effects | 2025 - Present

- Mastering procedural logic and node-based technical workflows in Houdini to enhance systemic thinking and debugging skills.

Supply Assistant (National Service Full-time) | 2023 - 2025

- Maintained 100% accountability for high-value unit assets while collaborating across departments to streamline supply chain workflows.

Diploma in Animation & Visual Effects | Nanyang Polytechnic | 2020 - 2023

- Managed production timelines and rendering pipelines to ensure maximum system uptime for studio rendering hardware.

- Researched and developed procedural toon shaders within Arnold for mixed-media projects.

Higher Nitec in Game Programming & Development | Institute of Technical Education | 2017 - 2019

- *Relevant Coursework:* Game Logic, Version Control (Git), and Basic Web Development (HTML/CSS/JS).

INTERESTS

- Self-Hosted Infrastructure & Local-First Architecture

- Data Sovereignty & Privacy Engineering

- Open-Source Software Contributions

- PC Hardware & Systems Optimization