Yu Hang Ang

Software Engineer

CONTACT

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SKILLS & TECHCOLOGIES USED

Frameworks and Programming Languages

Flutter, Swift/SwiftUI, Kotlin, GraphQL, NextJS, Go, JavaScript/TypeScript, , HTML/CSS, Ionic

Technologies and Progresses

Home widgets, Mobile Database (SQLite), Flutter state management (Bloc, Riverpod, Provider), unit testing, integration testing, CI/CD

Productivity

Github Co-pilot, Claude AI, Gemini AI

EDUCATION

Monash University Malaysia | Mar 2018– Jul 2021

Bachelor of Computer Science minor in Data Science

PROFESSIONAL EXPERIENCE

Contract Mobile Application Developer | May 2025 - now

Cloud Kinetics, based in POS Malaysia

- Involved in development of Pos Mobile App, handling setup and integration of notification and payment gateway
- Design and architecture the new POS system for vendors to providing various services to consumer app
- Working with different stakeholders to identify business problem to provide a solution to improve the operation workflow
- Leading the development of Pos Mini App, to providing POS system for agents countrywide
- Prototyping new logistic solution for potential business clients
- Maintaining existing mobile applications and planning migration from legacy applications

PROFESSIONAL EXPERIENCE

Mobile Application Developer | Mar 2023 - May 2025 - Lumi News Malaysia

- Handle features from initial design through deployment, working closely with product, design, and backend teams throughout the development process.
- Set up production monitoring and logging systems to help identify and resolve issues quickly. Work with the team to analyse user behaviour data and app performance metrics.
- Research and prototype new technologies and features to explore potential improvements to the app. Create proof-of-concepts for features like offline reading capabilities.
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- Built an HTML-based news reader that handles various content types including images, videos, and social media embeds. Implemented features like in-article search and custom widgets to improve the reading experience.
- Developed native home screen widgets for iOS (WidgetKit) and Android (Jetpack Glance), allowing users to access latest news directly from their device home screen.

Mobile Application Developer | Feb 2022 - Feb 2023 - Snappymob

- Working on MyAstro App, as part of a staff augmentation team for the client.
- Engaged in development of new reward, inbox features and deep linking infrastructure
- Worked closely with various roles within the scrum team
- Writing documentation, unit tests, actively working with QA teams to ensure software quality
- Troubleshooting and refactor various features and modules

Mobile Application Developer | Jul 2021 - Feb 2022 - Artisan IT Solutions

- Developed a mobile application for a healthcare device company to manage and monitor inventories and outstation tasks
- Designed a flexible and optimised relation Sqlite DB to help client's engineers access data and perform updates in any circumstances
- Involved in developing and maintaining few client applications

Mobile Developer Intern | Dec 2020 - Feb 2021 - Fehux

- Developed features for a cancelled live streaming shopping app initiative for client
- Involved in troubleshooting issues in a React Native project in production

PROJECTS

https://yoymedia.com.my/ | May 2025

- Design and develop website for client using NEXTjs, deployed on Vercel
- Setup Cloudflare CDN to serving file assets for the website