

# CLARITY TECHWORKS



# INTRODUCTION

-Fintech company based in Singapore(2020) and Malaysia(2022) -Primary product : Rapidz Pay is a cryptocurrency payment and digital assets ecosystem

-Rapidz Pay (mobile app) and Rapidz Pay(web apps) -tech stack:

- Native iOS-Swift
- Native Android-Kotlin
- Web & API-PHP(Laravel)
- Databases-MYSQL
- DevOps-Automated Tests
- *Infrastructure-Linux(Ubuntu)*
- -Looking for people who:
  - Loves technology
  - Self-learner
  - Team-player
  - Problem solver

## ANDROID DEVELOPER

#### 1) Job Scope:

Implement new features, resolve bug issues, write documentation, improve some project codes, publish the application and doing documentation.

- 2) Tecnology Used
- Bugfender
- Android Studio
- Phrase
- Google Play Console
- Postman
- Firebase Console
- Bitbucket

# **QA TESTING ANALYST**

1) Job Scope:

Documentation

• Testing

Bug Reporting

2) Technology used:

· Bitbucket (Github)

3)Benefits of software degree in QA

**Testing Analyst** 

Help to design test cases that

thoroughly cover software

functionality and help in outomated

testing process.



- Skills:
- Analyze
- Creative
- Comunication
- Documentation Skills
- Attention to details

• Time management

- Problem solving
- Search Proficiency
  Creative thinking



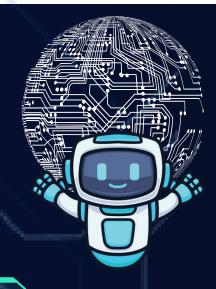
# REFLECTION

The Clarity Techworks industry talk provided valuable insights into career paths in fintech, covering four key roles: Developer, UI/UX Designer, QA Testing Analyst, and Web/API Developer. The speakers explained each role's responsibilities and tools, like VS Code, Jira, and Firebase Console, helping clarify the skills needed for success. They emphasized the importance of embracing failure, staying adaptable, and continuously learning through platforms like GitHub and online certifications. Overall, the talk expanded our understanding of career opportunities in tech and inspired me to enhance my skills and resilience.

# SUMMARY

- Clarity Techworks is a fintech company, creator of Rapidz
- Some positions offered are mobile application developer, UiUx designer (User interface and User experience Designer), Quality assurance analyst, Web developer
- Company culture revolves around the love for technology and among appreciated skills are being a good communicator
- Work life balance is a priority in the company
- This Industry talk exposed students to job scope, industry standard software and differences between work and study, as well as advice to face the challenges of working environment

# Transforming Challenges into Opportunities



### **JUNIOR UI/UX DESIGNER**

#### 1) Software used

- Postmark
- Slack
- Phrase
- Figma.
- 2) Job Scope:
- UI/UX Research
- Information architecture
- Wireframing and prototype
- Testing and interation
- Hand-offs to developers
- Create phrase key and pull

translations

#### WEB/API DEVELOPER & JUNIOR WEB/API DEVELOPER

#### 1) Jobscope

- Produce API
- Troubleshoot process and provide solutions
- Create and manage company's web applications
- Develop and enhance web application
- Integrate UI design based on server logic
- Maintain system documentation
- 2) Technology Used

VS Code, Sourcetree, Sequel Ace, Postman, Jira, Slack, Bitbucket (Github)

#### Development:

Using lalavel, Vue and Inertia 3) Skills

- · Programming Languages
- · Explore more
- · Responsive Design
- · Testing and Debuging
- · Collaboration and Communication

#### **WORK-LIFE VS STUDIES LIFE**

· Work-life:

The work is more practical, has limited time for task, need to learn by ourselves, dealing with stress and pressure but will stabil in finance, opportunities for growth

· Studies-Life:

The study is more theoretical, have someone to teach us, managing time effectively, dealing with academic challenge.

#### Advice:

- · Keep practice and learn
- · Start developing software and publishing it to Github
- · Make connection
- · Build a strong foundation
- · Start small
- · Be persistent

## **OUR TEAM MEMBERS**





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