TOH HONG XIANG

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Dedicated and versatile Full Stack Software Engineer with a proven track record of delivering impactful solutions across diverse projects. Adept at leveraging strong communication and collaboration skills to drive team success. Excels in problem-solving and thrives in fast-paced, dynamic environments.

WORK EXPERIENCE

Marketplace Intelligence Software Engineer, Shopee Singapore　　　　**May 2022 - December 2022**
- Enhanced cross-team deployment efficiency by 20% with Grafana, leading to faster deployment times.
- Improved back-end latency by 10% by architecturing scalable solutions using Redis and Golang.
- Fostered effective collaboration and maintained high code quality by spearheading the adoption of clean architecture principles and test-driven development.

Software Developer, Industrial Electronics Pte. Ltd　　　　**December 2019 - July 2020**
- Drove a 15% performance improvement in a ReactJS, MongoDB, and GraphQL e-commerce application by enhancing trading functionalities, aligning with business objectives and customer needs.
- Streamlined workflow time by 15% through collaboration with content writers throughout the full product lifecycle to gather technical requirements and prototype a user-friendly drag-and-drop template builder.
- Achieved milestones 2 weeks ahead of schedule by identifying and resolving issues during standups.

PROJECTS

DRCS Memory Game [drcs-memory-game.vercel.app]　　　　**February 2024 - March 2024**
- Implemented micro-interactions such as smooth animations, click sounds and dynamic countdown timers to enhance the visual and auditory feedback for users
- Integrated Progressive Web App (PWA) functionalities to provide an enhanced native-like experience.

RemixJS Portfolio [tohhongxiang.com]　　　　**February 2024 - March 2024**
- Achieved compliance with WAI-ARIA standards by implementing accessibility enhancements, ensuring usability for screen-readers and keyboard-only navigation.
- Reduced time-to-first-byte by 20% through lazy-loading, caching techniques and server-side generation.

Ecosystem Simulation in Unity and C# - Final Year Project　　　　**July 2023 - January 2024**
- Improved frame-rates by 50% by debugging using Unity's Profiler
- Implemented modular entity behaviors using object-oriented programming and SOLID principles to ensure maintainability and extensibility of code throughout the entire codebase.

Catch my Cadence - Flutter Android App for Runners　　　　**August 2021 - November 2021**
- Delegated tasks for a fast-paced 3-month deadline, prioritizing core features and successfully completing the project 1 week ahead of schedule.
- Led a cross-functional team of 6 developers through weekly standup meetings, facilitating open communication, resolving challenges, and ensuring alignment on project goals and priorities.

Tuili - Tutor Matching App　　　　**March 2020 - June 2021**
- Developed a full-stack tutor matching website in ReactJS, Typescript and PostgreSQL, with robust chat using Websockets, video-calling features, file data storage with Firebase and OAuth2 workflows.
- Automated regression, unit testing and CI/CD workflows to ensure smooth, bug-free deployments.

TECHNICAL SKILLS

Languages: HTML, CSS, JavaScript (ES6+), TypeScript, Node, Python, Go, C#, Java
Frameworks: React, Next, Remix, Express, Jest
Databases and ORMs: SQL (MySQL, PostgreSQL), NoSQL (MongoDB), Redis, Firebase, Prisma
Deployment and Platforms: Git, Github Actions, Docker, Grafana, Gitlab, Gitea, Google Cloud Platform, Vercel
Miscellaneous Skills: Natural Language Processing, Computer Vision, Artificial Intelligence, Deep Learning, Algorithms and Data Structures

EDUCATION

Nanyang Technological University　　　　**July 2020 - July 2024**
Bachelor of Computer Science, Specialisation in AI　　　　**GPA: 4.70/5.0**
- Nanyang Scholarship recipient.
- Distinction in Machine Learning, Database Management.