GOH WEI TAI JONAS

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EDUCATION

National University of Singapore   **Aug 2021 - Present**
Bachelor of Computing (Honours) in Computer Science
Current Cumulative Average Point: 4.5 / 5.0
Dean's List AY23/24 Sem 2
Relevant Coursework: Software Engineering, Database Systems, Computer Security, Operating Systems, Data Structures & Algorithms, AI & Machine Learning, Penetration Testing, Natural Language Processing, Formal Methods of Software Engineering, Distributed Systems

SKILLS

Programming Languages: Java, JavaScript, TypeScript, C, Python, SQL, HTML, CSS, Ruby, Erlang, Go
Frameworks/Libraries/Tools: Django, Docker, React, Jest, Webpack, React Native, Expo, Firebase, Azure, Figma, Hanami, Angular

WORK EXPERIENCE

Software Engineering Intern, Ascenda   **May 2024 – Aug 2024**
Full Stack, Admin Panel Team
- Developed and optimised both frontend (Angular, TypeScript) and backend (Hanami, Ruby) systems, enhancing code quality and project efficiency for faster delivery
- Took the initiative to design and implement a UI component for message queues, enabling efficient backend integration and data processing to enhance user experience and reduce load times
- Contributed to projects like Headless Points Bank and Kafka UX, collaborating closely with product and design teams to deliver robust, scalable solutions across frontend and backend
- Led discussions with engineers to identify and implement solutions for reducing load times, enhancing performance and user experience within an Agile environment

Software Engineering Intern, foodpanda, APAC   **May 2023 – Aug 2023**
Fintech Domain, Wallet Experience Squad
- Enhanced user experience and engagement by deploying marketing banners on the pandapay wallet homepage in collaboration with key stakeholders
- Led the development and improvement of back-office applications, streamlining campaign oversight and payment processes across 11+ global markets
- Resolved functional issues and bugs on pandapay homepage, ensuring smooth user interactions
- Contributed to Agile workflow through consistent updates, rigorous testing, and seamless deployments in APAC and European regions

PROJECTS

Developer, Mass Linkers   **Sep 2022 - Nov 2022**
- A >60K LOC Java desktop application enabling users to find and connect with peers
- Built with the Object-Oriented Programming paradigm
- Developed using an iterative approach in the span of 3 months

Full Stack Developer, ChargeEV   **May 2022 - Jul 2022**
- Developed a mobile application allowing users to loan out or rent EV charging stations
- Enabled users to locate available chargers in remote locations where public chargers are not available
- Built with Expo CLI (React Native), Firebase and various APIs in the Google Cloud Platform

Lead Developer, Inventory Management System (IMS)   **Apr 2021 - Present**
- Led a team of >5 developers to develop a web application which automates tracking of first aid stocks, optimises stock levels, and improves user experience
- Streamlined processes of loaning, returning and restocking first aid items for ~100 users
- Developed backend with Django REST API, frontend with React, Nginx as reverse proxy and containerised with Docker and deployed with AWS EC2

AWARDS

Special Prize, SPIRITCYBER-22   **19 - 20 Dec 2022**
- Capture The Flag (CTF) organised by NTU in conjunction with CSA Singapore
- Won a special prize for the highest score on Day 1