

Tan Voon Tao

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No120, Batu 4 1/2, Jalan Penrissen, 93250 Kuching, Sarawak, Malaysia

Education

Bachelor of Science, Computer Science

Swinburne University of Technology Sarawak

Majors: Software development + AI

CGPA: **3.91 (until year 3 Sem 1)**

Experience

Jizen PLT – Kuching, SWK.

Apr 2023 – Present

Software Developer

- A Python Puppeteer E2E Testing project, achieving 85%+ test coverage for a key web portal.
- Enhanced a Blazor web app, introducing new features and migrating to a master-slave MySQL setup.
- Re-engineered a critical web portal, transitioning from a Blazor framework to Solid JS, enhancing front-end efficiency and user experience.
- Implemented strategic caching solutions, significantly boosting the performance and load times of the medicine-related portal, improving accessibility of critical health data.

ARx Media Sdn Bhd – Kuching, SWK.

Dec 2022 – Feb 2023

Industrial Training (2-months Internship)

- Gained comprehensive expertise in MERN stack with a focus on Next.js
- Acquired a deep understanding of Next.js app and page routers, experience in both version 12 and version 13.
- Built a Carousel portal clone (with CRUD functionality) to demonstrate my skills, creating engaging, responsive carousel components for an interactive user experience.
- Received hands-on experience with the MVC framework, enhancing my abilities in structuring and managing complex web applications.

Naim Holdings Berhad – Kuching, SWK.

July 2022 – Aug 2022

Industrial Training (2-months Internship) – IT Department

- Responsible for transferring Universal Analytics (old technology) to Google Analytics 4 (latest technology)
- Get the data from the API and store it in the database using PHP & MySQL
- Responsible for redesigning the database and speeding up the script for storing the database using the prepared statement

CIY.Club (Now is Tech Kid Learning Center) – Kuching, SWK.

Mar 2022 – Mar 2023

STEM Educator

- Served as a weekend STEM educator for primary & high school kids, teaching programming and 3D modeling.
- Conducted small-group classes, focusing on practical and interactive learning experiences.
- Integrate 3D lessons learned into my assignment by applying 3D models to the website
- Guided a student team to victory in a Swinburne Sarawak app development competition.
- Mentored students for the Minecraft Education Challenge, fostering creativity and problem-solving skills.

Swinburne University of Technology Sarawak – Kuching, SWK.

Sept 2021 – Dec 2022

Programming Help Desk Student Mentor (3 Semester)

- I was recommended to be a student tutor for units, COS 10011 Creating Web Applications and COS 30017 Software Development for Mobile Devices, specifically providing problem-solving ideas or debugging for juniors.

Portfolios ([Latest Update Here](#))

E-commerce website with Dashboard Management – [GitHub](#)

May 2021 – Jun 2021

- **jQuery Ajax, jQuery, JavaScript, PHP, MySQL Database** in Procedural Programming, and **Web API (File)**.
- Customer can order via an online shop, whereas admin can manage stock via a dashboard
- Used Google Cloud API to implement login/register feature (**Firestore**)

Employees Management System – [Github](#)

Sept 2021 – Oct 2021

- **jQuery Ajax, jQuery, JavaScript, PHP, Bootstrap 4** in Object-oriented Programming, and **Web API (File)**.
- detect illegal string, search based on criteria, read and modify text file content

Online Catering System – [Github](#)

Mar 2022 – May 2022

- Led team of 6: organized meetings, delegated tasks, helped teammates debug, etc.
- Implemented the entire system to allow **CRUD** operations on the members and caterings list (**JavaScript, PHP, MySQL, HTML, CSS, Bootstrap4**).
- Designed the overall website concept/layout, implemented template for the team, and deployed on Localhost.

My Friends System – [Github](#)

Oct 2021 – Dec 2021

- **jQuery Ajax, jQuery, JavaScript, PHP, Bootstrap 4, MySQL Database** in Object-oriented Programming, and **Web API (File)**.
- similar as Facebook counting mutual friends using one single MySQL syntax
- able to calculate mutual friend number from friends and from non-friends
- detect illegal string, login/register feature, initialize database using text file content

Gomoku Game with Minimax and alpha-beta pruning algorithm – [Github](#)

Sept 2021 – Dec 2021

- **C# with Splashkit library** in Object-oriented Programming, UI-based game.
- Utilize 4 object-oriented principles, and MVC structure, some simple design patterns included
- Sequence diagram for checkwinner() function, UML class diagram represent the program structure
- Game AI using Minimax and alpha-beta pruning algorithm

SwinClubEventManagerApplication – [Github](#)

Apr 2022 – Jun 2022

- **Kotlin in Object-oriented Programming, Firestore Realtime Database, Firestore Authentication, Firestore Cloud Messaging**
- Implemented Login and Register feature using Firestore Authentication
- Get familiar with non-relational database & manage club and event details using Firestore Realtime Database
- Implemented notification system using Firestore Cloud Messaging once the event gets created, updated and deleted

Skills

Web Developments: MERN Stack, React.JS, Next.JS, Solid.JS, Express.JS, Node.JS, HTML5 CSS3 JavaScript, Bootstrap, Sass, tailwind, MUI, JQuery, Ajax, C# Blazor .NET, PHP

Database Management: MySQL, MongoDB, Firestore

Programming: Python, C++, C# Splashkit, Ruby, Kotlin

Other: Git, OOP, MVC, Design Pattern, UML class diagram, Sequence diagram, KNIME