

Jia Jun Yong

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Education

Royal Melbourne Institution of Technology (RMIT University)

- **Bachelor of Computer Science (BP094)** **Jul 2017 - June 2020**
 - **GPA:** 3.6/4.0 (as of August 2019) / Transcript available [here](#)

Experience

Mystr [Startup Backed by RMIT Activator] - Melbourne, Australia

- **Backend Developer** **Mar 2019 - June 2019**
 - Helped developing a **shift management app** for **MCG/Spotless**

Jurukur Jasa Jaya - Johor Bahru, Malaysia

- **IT Specialist** **Nov 2017 - Feb 2018**
 - Planned network map accordingly to satisfy infrastructure's configurations and client's usage
 - Setup and configured network equipment and devices
 - Troubleshoot client's technical issues with devices and software
 - Built computers for office/rendering use

Projects & Achievements

BoxBy - for **RMIT ITS Connected Communities Hackathon 2019** [1st out of 30 teams] **Jul 2019**

- Developed **BoxBy**, a **content delivery solution** for underserved communities.
- **Came 1st out of 30 teams in RMIT ITS Hack-a-thon Connected Communities 2019, earning a trip to San Francisco valued at AUD\$18,000+ and networking opportunities in Silicon Valley with industry leaders.**

LostPets - for **Facebook Melbourne Hackathon 2019** **May 2019**

- Developed a **mobile web app/game** that enables users to host lost pets ads as 'quests' on an interactive 3D map, **bringing the local community/adventurers together** by completing the 'quests' and rewarding heroes with in-app rewards using **gamification techniques**.

Recycle-Pi - for **UNIHack Melbourne 2019 Hackathon** [7th place out of 48 teams] **Mar 2019**

- Developed an **IoT and Cloud based platform** for environmental sustainability that enables smarter recycling, reduces contamination across the waste management chain and provides data for analysis.

BitStat **Aug 2018 - Nov 2018**

- Developed a **web app** on **multi-cloud** that does BitCoin (BTC) conversion rates timeline visualisation.

[\[more projects on my GitHub page\]](#)

Technical Skills

Programming Languages:

- Java, Python, C, Bash Scripting, JavaScript, PHP, HTML5, CSS3, Go

Frameworks and Tools:

- Node.js, React.js, Express, Flask, Django, Spring Boot, Maven

Software Engineering Practices:

- Agile, Scrum, Kanban, Trello, Waterfall, Unit Testing, Git/version control

DevOps and Deployment:

- Google Cloud, AWS, Docker, Travis CI, Jenkins

Data Science/Analysis:

- Jupyter, Pandas, Scikit-Learn, Weka, Pyplot

Database Systems:

- Oracle SQL, MongoDB, H2

Theoretical Knowledge:

- Data Structures and Algorithms, Artificial Intelligence, Data Science Processes, Machine Learning Basics, Object-oriented Design/Programming, Data Communication/Networking Basics, User-centred Design, RDBMS Design, Cloud Computing, Theory of Computation, Operating System Principles