Theo Fabian Ang

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EDUCATION

University of New South Wales

Sydney, Australia

Bachelor of Science (Computer Science)

Sep 2021 - Aug 2024

- WAM: High Distinction (85.4)
- Courses: Data Structures and Algorithms (92); Software Eng Fundamentals (90); Database Systems (98)
- Achievements: Dean's Honours List 2022 (Highly Commended), 2023

Bina Bangsa High School

Jakarta, Indonesia

Cambridge International A Level Curriculum

Aug 2016 - May 2021

- A Levels: 4A* Chemistry, Physics, Mathematics, Computer Science; 1A English General Paper
- Achievements: Accelerated program (Complete HS in 5 years)

EXPERIENCE

Frontend Engineer Intern, Canva

Sydney, Australia

Integrated tables within the help center pipeline and resolved tech debt across the help page

Dec 2023 - Feb 2024

- Spearheaded collaboration throughout the project, revisiting requirements with stakeholders, and drafting critical design / decision documentation
- Developed a reusable table UI component, providing a consistent look across help articles
- Optimized content pipeline with Gson for efficient HTTP response deserialization to Java objects
- Completely removed the use of screenshots to showcase tabular data within help articles for better UX and a11y

Software Engineer Intern, Meyd.it

Sydney, Australia

Developed dashboard components for different types of users within the consumer base

May 2023 - Aug 2023

- Identified critical issues from user feedback, designing and implementing solutions for them
- Improved search performance by refactoring current database and optimising SQL queries
- Automated the CI/CD pipeline with Elastic Beanstalk, CodePipeline, and other AWS services

Technical Officer, TEDX Pasar Baru

Jakarta, Indonesia

Managed the event website and processed ticket purchases / customer queries

Oct 2021 - Jan 2022

- Set up the event website on WordPress, successfully generating 70+ ticket sales through the platform
- Collaborated with video production / marketing on media production and optimal content placement throughout the site

EXTRACURRICULAR

Team Member, UNSW RoboCup (rUNSWift)

Sydney, Australia

Explored different ways to effectively use data from the robots

Mar 2023 - May 2023

- Modified rUNSWift's data visualizer to stream the robot's camera feed onto a web app with PixiJs
- Calibrated the robot's kick lean, camera, and kinematics settings to match different play environments

Trainee, UNSW CSESOC Training Program Trainee, UNSW CSESOC Training Program

Sydney, Australia

Worked on a 2-month long group project to build a web app of our choosing

Jul 2022 - Oct 2023

Developed a calendar website using MongoDB, Express, React, and Node (MERN stack)

Lead, UNSW CSESOC Training Program

Sydney, Australia

Assisted in web dev workshops for trainees and oversaw the development of their group projects

Jan 2023 - May 2023

• Facilitated weekly meetings to distribute the workload and help with any technical problems the trainees face

PROJECTS

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An interactive single player web browser game built using React and the ThreeJS 3D animation library. Gameplay incorporates features such as WASD movement and mouse camera panning. Players can create an account to view and store their personal stats

LANGUAGES

Languages English, Indonesian, Mandarin

 ${\it Programming} \hspace{0.3in} {\sf JS/TS}, \hspace{0.1in} {\sf Python, \hspace{0.1in} Java, \hspace{0.1in} C++, \hspace{0.1in} {\sf SQL, \hspace{0.1in} Haskell, \hspace{0.1in} Shell, \hspace{0.1in} {\sf HTML, \hspace{0.1in} CSS} \\$

Technologies React, Node.js, MongoDB, PostgreSQL, AWS, Docker