

# Chia Kang Jin

Full Stack Developer

📍 Tokyo, Japan  
☎ (+81) 080 8045 7218  
✉ [xiankai@gmail.com](mailto:xiankai@gmail.com)  
🌐 [github.com/xiankai](https://github.com/xiankai)  
in [linkedin.com/in/chia-kang-jin-7719b555/](https://linkedin.com/in/chia-kang-jin-7719b555/)

## Work History

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### Senior Frontend Developer

April 2022 - Present

#### Autify, Inc., Japan

- Worked with Web, Mobile, Analytics and ML teams
  - Exposure to Selenium Webdriver and Appium
  - Exposure to visual regression testing pipeline
  - Experience with analytics tools
- Migrating from a Rails MPA to a React SPA
- Maintaining code quality through extensive reviews

#### Tech stack

**Frontend:** React, Redux, Apollo

**Backend:** Ruby on Rails, GraphQL, Postgres

**QA:** Jest, Testing Library, Mock Service Worker, RSpec, Autify

### Full Stack Developer

Oct 2019 - March 2022

#### Rakuten, Inc., Japan

- Coordinated between 4 different departments with 20+ people to build an in-house analytics platform
  - Departments: Data Pipeline, Data Tracking, Data Consulting, Product Management
  - Main Features: Form Builder, Query Builder, Multiple timezone support
- Helped to maintain the CI/CD pipeline and support the transition to Kubernetes
- Took ownership of the logging architecture
- Mentored other developers and participated in productive code reviews
- Improving the QA process with automated testing
- Migrated the codebase over to Typescript
- Developed an ESLint plugin for GraphQL linting

#### Tech stack

**Frontend:** React, Redux, MaterialUI, Typescript, Tailwind

**Backend:** node.js, GraphQL, hapi.js, MongoDB, Redis, RabbitMQ

**Databases:** Presto, Druid, Elasticsearch

**Scripting:** Python 3, Jupyter Notebook

**QA:** Jest, Cypress, Testrail

**Infrastructure:** Jenkins, Docker, CloudFoundry, Kubernetes

**Software Development:** JIRA, Confluence, Bitbucket

### Senior Software Engineer

Apr 2018 - Aug 2019

#### Tectus Dreamlab, Singapore

- Solely maintaining a web app for Proceq, which produces tools for non-destructive testing (NDT)
  - Worked on chart visualizations with Highcharts, geo-analytics with Google Maps
  - Built an offline HTML-based report with jsdom
- Collaborated on the Screening Eagle platform, a management tool for the construction industry
  - Constructed a dynamic form builder for issue tracking
  - Worked with PDF rendering with PSPDFKit and 3D rendering with three.js
- Spearheaded an integrated testing effort that brought bugs down to a near-zero level
- Integrated i18n into the web app
- Implemented a deployment pipeline for a one-click build

#### Tech stack

**Frontend:** React, redux, redux-saga, recompose, ant.design, stylus, storybook, Webpack 4, Flow

**QA:** Jest, Cypress, Sentry

**Infrastructure:** Gitlab CI, Jenkins pipelines, Docker, AWS

**Software Development:** Gitlab, JIRA

## Frontend Developer

Feb 2015 - Mar 2018

### Spacebib, Singapore

- Built the public-facing and internal admin site for a sporting events platform
- Collaborated with the backend for a seamless API integration
- Continuously collected and iterated on design feedback to improve usability
- Constantly monitoring integration tests and dashboard metrics to ensure site uptime

#### Tech stack

**Frontend:** React, Redux, MobX, Apollo, Bootstrap, SASS, JSPM, Webpack 2, Typescript

**QA:** Mocha, Selenium Webdriver, Webdriver.io, Browserstack

**Backend:** CakePHP, GraphQL, Jenkins, Ubuntu 14.04, Linode

**Software Development:** Github

## Full Stack Developer

Jul 2012 - Apr 2014

### Pytheas Travel, Singapore

- Built a whitelabel CMS SaaS solution catering to 50+ travel agents
- Migrated 35K customers, 1K products and 5 clients to our CMS, preserving DNS and email functionality
- Automated the deployment of development and production servers with Puppet
- Built a proof-of-concept logging framework based on Elasticsearch

#### Tech stack

**Web:** Codeigniter 2, JQuery

**QA:** PHPUnit, Selenium Grid

**DevOps:** postfix, Nginx, Jenkins, AWS, Puppet, CentOS6

**Software Development:** In-house SVN repository

## Web Developer

Mar 2012 - Jun 2012

### Doorstep Luxury, Singapore

- Developed a **WordPress** e-commerce site for luxury goods, creating and modifying plugins as necessary
- Built a standalone web-based point-of-sale (POS) system to scan from a webcam and print receipts

## Web Developer

Dec 2011 - Feb 2012

### KLIF Media, Singapore

- Built a prototype of a social media site on **Symfony 2**

## Education

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### Bachelor of Arts (B. A.) Psychology

Aug 2008 - Jun 2011

National University of Singapore

- Electives in Programming and Linguistics

## Skills

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#### Exposure to Other Languages/Frameworks

R, node.js, Angular 1, Elm, Rust, Go, React Native/Expo, Python 3/pandas, vue3, C#, C++, Ruby

#### Languages

English (Proficient), Chinese (Basic), Japanese (Rudimentary)

#### Certifications

[Red Hat Certified System Administrator \(RHCSA\) Certification ID: 140-241-662](#)

[Algorithmic Toolbox by University of California, San Diego & Higher School of Economics on Coursera](#)

[Huggingface Audio Course Certificate of Excellence \(xiankai123\)](#)

## Meetup Talks

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### Alternative Libraries for React - JSPM and MobX

<https://engineers.sg/video/alternative-libraries-for-react-reactjs-singapore--900>

### Data-driven development with Flow

<https://www.meetup.com/React-Singapore/events/240880621>

## Personal Projects

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### FFXIVFurigana (<https://github.com/xiankai/FFXIVFurigana>)

- A plugin to display furigana over Japanese in the chat log output

### ChatHistory (<https://github.com/xiankai/chat-history>)

- A web project to import and display chat history from old messaging programs

### Triple Triad V2 (<https://github.com/xiankai/triple-triad-ai>)

- An experiment with Rust to replicate the working logic of the card game

### YouFast (<https://github.com/xiankai/youfast>)

- An experiment with Rust to replicate the working logic of the card game

### XIVAnalysis (<https://github.com/xiankai/xivanalysis>)

- Collaborating with other users to analyse combat performance in Final Fantasy XIV  
- Using **React**, **SemanticUI**, **CSS Modules**

### Pokémon Go Map (<https://github.com/xiankai/sg-pokemongo-ex-raid-map>)

- A local map to track and predict locations of popular EX-raids in Pokémon Go, serving 3k+ users  
- Built with **Typescript**, **MobX**, **Leaflet** and **d3.js**  
- Designed to be replicated for other countries as well  
- Auto-updated data from a google drive spreadsheet  
- Implemented various mapping techniques like (**S2 cells**, **point-in-polygon**) to visualize map data  
- Used **Mapbox** for map layers before switching to **OpenStreetMap (OSM)**

### Triple Triad (<https://github.com/xiankai/triple-triad-solver>)

- A multiplayer implementation of a mini-game in Final Fantasy XIV, using peerjs to polyfill WebRTC  
- Using **redux-observables/RxJS** for state management

### Web Crawler (<https://github.com/xiankai/Disney-Store>)

- Crawled the Disney Store for product updates to notify up to 15 subscribers of new stock  
- Used **cURL** to crawl pages, **redis** to store hourly data and **Mailchimp** to send notifications

### Discord bot (<https://github.com/xiankai/pusheen-the-fc-helper>)

- Another web crawler to crawl ten thousands of pages using a job queue mechanism  
- Used **phantomjs** to crawl pages, **redis** to store data and **node.js** to host the chat bot interface

### Server Administration

- Managed a few VPS to host various bots and websites for other people  
- Migrated the server 6 times, alternating between Linode, AWS and Digital Ocean, using **rsync**, **mysqldump** and **Puppet** to quickly rebuild environments, preserve data, and maintain 100% uptime