




Loh Jia Shun, Kenneth

A self-driven software engineer and UX developer looking to create products that change the world!

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WORK EXPERIENCE

BYTEDANCE – FRONTEND SOFTWARE ENGINEER

JUN 2023 – JAN 2024

- Maintained and improved the Trust and Safety Platform, an internal platform that helps employees moderate content on TikTok and collaborate across multiple teams.
- Designed and built a workflow graph visualiser in production with D3.js library on the internal frontend platform (React, Typescript, SASS) which improved cross-team collaboration and moderation efficiency.
- Spearheaded a code quality initiative by implementing scripts to measure and identify code smell metrics and successfully implemented these metrics to be used as part of employee evaluation to measure impact.
- Collaborated across backend and designer teams to draft implementation proposals for new features, and was in charge of presenting them to the team and their execution.

INDEED.COM – UX DEVELOPER

JUL 2019 – MAR 2023

- Worked on Indeed's flagship job search page that allows jobseekers to search, filter, and curate posted jobs.
- Created user-friendly, visually appealing web pages and user flows using React, TypeScript, SASS, and Emotion JS, enhancing overall user experience.
- Developed and documented reusable React components with Storybook, reducing development lead time and improving code review and testing processes.
- Advanced UX research for the mobile search page by building high-fidelity prototypes using Webpack and React, facilitating rapid prototyping and actionable feedback from research participants.

INDEED.COM – SOFTWARE ENGINEER

JUL 2019 – DEC 2021

- Developed full-stack features for Indeed's employer platform, empowering employers to create and manage company profiles on the website, including the profile manager and content organiser.
- Implemented backend services using Java (Spring Boot) and Redis, while designing the frontend with React and Soy templates, ensuring seamless integration via RESTful APIs.
- Created and maintained regression tests on Jest and Cypress, improving code reliability and reducing bugs in production.
- Automated build and deployment processes using shell scripts on a UNIX machine, streamlining development workflows and enhancing team efficiency.
- Represented Indeed at outreach events. Created a Telegram Bot workshop and conducted it at multiple university events to engage university students.

EDUCATION

Bachelor of Computing (Computer Science) – National University of Singapore

AUG 2015 – JUL 2019

- Graduated with Honours with GPA 4.71 / 5.00.
- Awarded the National Infocomm Scholarship (NIS) offered by IMDA.

SKILLS

BACKEND: Java (Spring Boot, Maven, Gradle), Python, Express.js, C#, Shell Script

FRONTEND: HTML, Javascript, Typescript, React, Redux, NextJS, CSS, SCSS, EmotionJS, Node, Webpack, Express, Jest, Cypress, Selenium, Storybook

DATABASE: SQL, MongoDB, Redis

TOOLS: VSCode, IntelliJ IDEA, Git (GitHub, GitLabs, GitKraken), Jira

SYSTEMS: Windows, Unix, MacOS

PROJECTS

LIFC Convention: Led a team of 20+ members to organise a yearly fandom convention with over 300 attendees.

Doms: Developed **Doms**, a powerful web scraping library in TypeScript that simplifies the extraction of DOM elements by integrating styles, attributes, and hierarchy in its selectors: <https://kenneth-ljs.com/r/doms>

Snap Console: Created **Snap Console**, a Python 3 library designed for complex user input and output handling, built on the curses library: <https://kenneth-ljs.com/r/snap-console>