

KONG JUN SIENG

Software Developer / Fresh Graduate

☎ +6017-685 0600 | ✉ js.kong@outlook.com | 🌐 KONGJUNSIENG | 📄 Jun Sieng Kong | 📍 Kuching, Sarawak · Open to relocation (KL/Selangor)

Professional Summary

- **Background:** Computer Science graduate with hands-on experience across full-stack web / IoT / game engineering (UE5 C++)
- **Full-Stack & IoT:** Independently built a complete IoT pipeline end-to-end — Raspberry Pi edge → FastAPI backend → visualization dashboard
- **Frontend:** React / Next.js / TypeScript — delivered a production-grade portfolio from zero in 2 weeks
- **Problem Solving:** Resolved complex bugs (Chaos Physics, resource crash, hit detection) during an industry internship at Virtous KL
- **Methodology:** Documentation-driven development — 20+ design documents as single source of truth, with human-led architecture, code review, and debugging

Technical Skills

Languages: TypeScript (Advanced), JavaScript, Python (Intermediate), C++ (Intermediate)
Frontend: React, Next.js 16 (App Router), TypeScript (Strict), Tailwind CSS, Framer Motion, next-intl, Zod
Backend: FastAPI, Node.js, RESTful APIs
Database: MongoDB, MySQL
Tooling: Git, GitHub Actions (CI/CD), Vercel, pnpm
Game Development: Unreal Engine 5 (primarily C++, Blueprint assist)
Other: IoT, Raspberry Pi, Internationalization (i18n), Regular Expressions

Work Experience

- | | | |
|---|------------|-------------------|
| Trainee (Game Engineering Programming) | Virtous KL | 06/2024 - 09/2024 |
|---|------------|-------------------|
- **Hit Detection Fix:** Corrected character melee attack orientation judgment and hit detection inaccuracies
 - **Chaos Mass Control:** Implemented fine-grained mass control for Chaos Physics fragments, resolving abnormal physical interactions between debris and characters
 - **Resource Crash Fix:** Fixed respawn crashes caused by invalid resource references by implementing dictionary-based reference resolution
 - **Collaboration & Training:** Participated in 20+ person team sprints via Git PR; completed one month of UE5 training

Projects

- | | |
|--|--|
| Chicken Coop Monitoring System (CCMS) | Final Year Project (Team Project) · The Best Achiever's Award Winner |
|--|--|
- Built an IoT-based environmental monitoring system end-to-end: Raspberry Pi edge (sensors + camera) → FastAPI REST API → MongoDB → visualization dashboard
 - Wrote Python edge-side data collection on Raspberry Pi: temperature and humidity readings every minute, plus live camera streaming
 - Designed FastAPI RESTful endpoints (data ingestion, historical query, threshold alerts) with MongoDB storage
 - Completed full pipeline deployment and validation (edge → API → visualization)

- | | |
|---|---|
| Jungsieng Portfolio (Personal Portfolio Website) | 2026 · GitHub · Live · Case Study |
|---|---|
- Practiced "documentation-first + AI Agent" methodology: 20+ documents constrained Agent code generation, with human review and fixes; full case study included
 - Delivered a production-grade portfolio from zero in **2 weeks**: Next.js 16 / TypeScript Strict / Tailwind v4 / Framer Motion / next-intl / Zod
 - Built a custom game-style UI system (40+ components) with trilingual i18n (zh/ja/en) and strict Server/Client Component boundaries
 - Set up CI/CD: GitHub Actions (lint → typecheck → build) with auto-deploy to Vercel; 100% of 105 planned tasks completed

Education

- | | |
|--|--|
| Swinburne University of Technology Sarawak Campus | Jalan Simpang Tiga, 93350 Kuching, Sarawak |
|--|--|
- Bachelor of Computer Science 09/2022 - 04/2026
- Final Year Project (FYP): Chicken Coop Monitoring System — IoT-based chicken coop environmental monitoring system
 - Awarded **The Best Achiever's Award for Computer Science** — FYP Showcase S1, 2025

Languages

Chinese (Native), English (Fluent)