

Jason Luk

+65 8395 6977 | jason.luk.2024@computing.smu.edu.sg | linkedin.com/in/jason-luk9 | github.com/Jason-Luk9
Available for internships from January 2027 | Summer 2027 availability confirmed (May - August)

EDUCATION

Singapore Management University (SMU)

Bachelor of Science (Computer Science) – Cybersecurity & Software Systems Track

Singapore

Aug 2024 – Aug 2028

EXPERIENCE

Software Engineer Intern

Gosoft (Thailand) Co., Ltd.

May 2026 – Aug 2026

Nonthaburi, Thailand

- Built full CRUD functionality for the User Management feature as the sole frontend developer, implementing bulk deletion, View/Edit state management, and dynamic role assignment through backend API integration.
- Analyzed backend update flows in Go, tracing a nil-pointer dereference to pointer handling and contributing to the team's diagnosis and resolution of the issue.
- Integrated a Module Federation remote component (GoForm) into the host application, resolving shared dependency version conflicts to ensure reliable rendering across the micro-frontend boundary.
- Built a Jest and React Testing Library test suite from scratch with 54 tests using the AAA pattern, achieving 99.9% line coverage and 81% branch coverage against an 80% CI requirement.

TECHNICAL PROJECTS

Omnishard (Distributed Cloud Storage Platform)

Go, Next.js, Docker, GitHub Actions, SQLite | Academic Team Project

- Architected the Go orchestrator service and adapter client interfaces, forming the core coordination layer for reconstructing files from Reed-Solomon-encoded shards distributed across external cloud providers.
- Built an end-to-end test suite covering upload and download workflows, strengthening integration reliability across the distributed file reconstruction pipeline.
- Implemented create/delete lifecycle logging across the orchestrator and adapter services, and diagnosed and fixed a SQLite type-mismatch bug in the lifecycle repository.
- Designed GitHub Actions CI/CD pipelines for per-service Docker Hub image builds, including SHA-scoped change detection across 5 microservices.

Tariffic (Trade Analytics Platform)

React.js (Next.js), Spring Boot, PostgreSQL, TanStack Query | Academic Team Project

- Created a transaction history dashboard supporting paginated viewing, multi-column filtering, dynamic sorting, and bulk deletion across 10+ data fields.
- Developed RESTful Spring Boot APIs for retrieving and managing trade records stored in Supabase PostgreSQL.
- Structured a type-safe frontend architecture in TypeScript to transform backend DTOs into frontend-consumable models, ensuring data integrity.

Tepuk Nyamuk (iOS Reaction Game)

Swift, SwiftUI, AVFoundation | WWDC 2026 Swift Student Challenge Submission

- Built a native iOS reaction game using MVVM architecture, separating game-state logic from UI rendering across 8+ SwiftUI views.
- Engineered a CPU opponent with difficulty-scaled reaction timing and implemented audio, haptic feedback, and persistent user preferences using AVFoundation and UserDefaults.
- Designed accessible gameplay with synchronized visual and audio count displays for deaf and hard-of-hearing players.

TECHNICAL SKILLS

Languages: Go, Java, Python, C, JavaScript/TypeScript, Swift, SQL

Frameworks & Tools: React.js (Next.js), Spring Boot, SwiftUI, MongoDB, PostgreSQL, SQLite, Jest, Zod, React Testing Library, Docker, GitHub Actions/CI-CD, Git, Figma, Tailwind CSS

Spoken Languages: Bahasa Indonesia (Native), English (IELTS 8.0), Mandarin Chinese (Basic)