



Wiz Lee Zhe Heng

Backend Heavy Full Stack Web Developer | Domain: Automation, Media, Native Apps & Embedded Software

📍 Malaysia, MY

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in <https://www.linkedin.com/in/wizlee>

🐙 <https://github.com/wizlee>

PUBLICATIONS

How to Build a Marketplace with Angular (Etsy Clone) (07 August 2021)

CometChat

A detailed step by step guide to build a marketplace site with chat integration using Angular and CometChat. Original article referenced as canonical_url in the dev.to article.

<https://dev.to/wizlee/how-to-build-a-marketplace-with-angular-etsy-clone-10ae>

SKILLS

Backend Development

Expert



Python, C/C++, C#, Docker, Java, Node.js, MySQL, Scala, .NET Core

Frontend Web Development

Intermediate



AngularJS, HTML/CSS, jQuery, ReactJS, Gatsby

Operation Systems

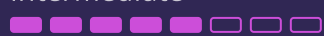
Intermediate



Unix Shell (Bash), Windows Shell (PowerShell, Batch), x86 Assembly Language, Windows Internals, Linux Internals, Reverse Engineering, WinDbg, GDB

Tools/Concepts

Intermediate



Git, AWS, Computer Security, SOLID Design Principles, Test Driven Development (TDD), Virtualization, Digital Image Processing, Computer Networking, Electronic Circuit Design, Jenkins/Azure DevOps, RabbitMQ

My passion for digital technology continually drives me to advance my skill set as a software engineer. I strongly believe that a good understanding will result in a much better application of knowledge. That believe is the motivation behind pursuing my degree in Electronics Engineering despite my goal of becoming a software engineer.

- Fields of work
 - Current: Media & Telecommunication
 - Previous: Embedded System, Machine Automation
- An information security conscious software engineer.
 - Equipped with and practices software design principles such as TDD and SOLID principles.
 - Work well in a team and as a lead in an initiative/project
 - Fast learner with proven track record of learning on-the-job.

WORK EXPERIENCE

Grass Valley (31 December 2022 - Present)

Technical Team Lead

Team Lead for AMPP Apps

🔗 <https://www.grassvalley.com/products/cloud-based-workflows/>

Grass Valley (31 March 2021 - 30 November 2022)

Full Stack Software Engineer

- Demonstrate quick in learning and rise to the occasion by take ownership over a legacy Java product used in sports production workflows.
- Currently developing part of a new cloud-based live production product called FRAMELIGHT X.

🔗 <https://www.grassvalley.com/products/cloud-based-workflows/>

Motorola Solutions (31 August 2019 - 31 March 2021)

Software Engineer In Test (SET)

- Subject matter expert that provides support and advice to the software team in automating the tests of new radio features.
- Lead another junior team member to work closely with counterparts in the US.
- Continuously enhance the automation test system to support new radio features. This involves communicating with various stakeholders throughout the planning and implementation phases.

🔗 https://www.motorolasolutions.com/en_us/products/p25-products/apx-story.html

Motorola Solutions (31 March 2017 - 31 July 2019)

Software Engineer

- Be a Scrum Master on top of performing ergonomics firmware design and enhancement.
- Volunteer to join a new team formed to develop a new flagship radio device.
- Ramp up new engineers on both the new product and on the automation test, this later leads to another role.

🔗 https://www.motorolasolutions.com/en_us/products/p25-products/apx-story.html

Micro Modular System (MMS) (31 August 2013 - 31 March 2017)

Software Development Engineer

- Able to quickly ramp up to champion the software portion of a machine or tester project despite having no prior C# knowledge.
- Demonstrate independence by travelling to the customer site to deploy and power up the machine.
- Starting to exhibit ability to communicate with stakeholders when analysing requirements from the business department or directly from the customers

🔗 <https://mmsis.com/product-category/end-of-line/>

CERTIFICATIONS

Certified Scrum Master (CSM) (01 April 2016 - 01 April 2018)
Scrum Alliance
Credential ID 000516133
<https://www.scrumalliance.org/>

INTERESTS

Sports / Outdoor Activities:

Badminton, Basketball, Hiking, Ping Pong

Science:

Astronomy, Engineering, Nature

Artificial Intelligence:

Machine Learning, ImageNet, Stable Diffusion

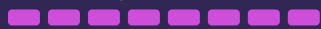
Video Games:

Minecraft, Counter-Strike, Defend of The Ancients

LANGUAGES

Chinese

Native Speaker



English

Full Professional



Malay

Limited Working



EDUCATION

Universiti Sains Malaysia

Bachelor's Degree, Electrical and Electronics Engineering (Electronics)

(31 December 2009 - 31 December 2013)

VOLUNTEER EXPERIENCE

Motorola Solutions

Chairperson for 2018 Motorola Penang Hackathon

(31 May 2018 - 31 December 2018)

i. Organize the first Hackathon in Motorola Penang with good synergy among fellow Hackathon committees. ii. Work with senior leadership of the organization to align event expectation. iii. Create a committee structure consists of several functional groups each with a group leader. This is important because all the committee members volunteer for the event and efficiency is crucial to maximize everyone's time.

Motorola Solutions

Project Member of an Innovation Project

(30 June 2020 - 30 November 2020)

i. Implements a Proof of Concept (POC) to be presented during Innovation Showcase. ii. Major contribution is in the front-end web design and enabling the connection between a radio and a web server via an Ethernet connection.

Tech Dome Penang, Co-sponsored by several Multinational Companies

Volunteer in STEM Outreach Program

(31 March 2018)

Program Name: Women in Zcience (WIZ) i. Conduct a workshop that will spark students' interest in Science and Technology with 3 other team members. ii. This program targets students from primary school up to the pre-university level. iii. Title of the workshop conducted is 'Introduction to AI through Python Gaming Experience'

Penang Science Cluster

Lego Robotics Trainer

(30 September 2014 - 31 May 2015)

Mentoring secondary school students from SMK Batu Maung in Lego Mindstorm EV3 Robotic Sets.

- The objective of the program is to spark interest in students on science and technology by learning in a fun and engaging approach while creating their own solutions to the challenges.
- Students are exposed to basic motor movements and simple block diagram programming skills.

REFERENCES

Saeed Yasin

I worked with Wiz for many years and It was a great pleasure working with him as he is brilliant and passionate. No matter how complex or challenging the problem at hand, Wiz managed to understand and do it in record times. He is always willing to learn new skills and even educate other team members. I believe he will add huge value to any company he chooses to work with. I wish him a good future ahead and success in his future endeavors.