

ELGENE EE

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SKILLS

Languages: Javascript, Typescript, SQL, Java, Python

Technologies: React.js, Next.js, Vue, Node.js, PostgreSQL, MySQL, MongoDB, Nginx, Azure, Docker, Bash

EXPERIENCE

Lenovo

July 2025 – Present

AI Application Development Engineer

Kuala Lumpur, Malaysia

- Full-stack engineer for iChain, a supply chain intelligence chatbot enabling users to interact with AI agents powered by prompt engineering, NER, function calls, Text2SQL, etc.
- Optimized the frontend microservice through tree-shaking and Vite bundle analysis, reducing build time from ~6 minutes to ~3 minutes and improving page render time by 40%
- Drove the migration to the Cake Design System (Lenovo in-house UI library), while maintaining usability, accessibility, and design consistency
- Researched and integrated AgentTeams (formerly HiClaw) multi-agent framework onto iChain 2.0, core implementation includes Matrix communication and Skill Hub integration
- Developed iChain chatbot teams app using Microsoft Teams Toolkit, extending chatbot capabilities and reach to more internal users
- Built a component playground that enables business teams to upload obfuscated JavaScript as custom visual components, along with a build tool for packaging those components
- Technologies: *Azure Bot Service, Vue, Java, Python and Spring Boot*

AMD

Sep 2024 – July 2025

Software Engineer

Penang, Malaysia

- Led the design and development of lab monitoring dashboard for a 4 megawatt data center, saving \$12k+ annually, using SNMP, OpenCV, EasyOCR
- Deployed and managed 52 Systems Under Tests (SUTs) in Shanghai, collaborating with stakeholders across China and US to ensure 100% validation readiness within 1 month
- Spearheaded system config automation tool, reduces setup time by 73% (~15mins to ~4mins)
- Developed animated job stages component using Vue + Tailwind, enhancing workload visibility in SUT live monitoring dashboard
- Automated lab operations with bash scripts for temperature alerts and system configurations for multiple Linux environments (Ubuntu, CentOS, RHEL, etc.)
- Managed system enabling on Metal as a Service (MaaS) and resolved DCGPU Gitlab issues
- Technologies: *Next.js, Typescript, MongoDB, Python, Vue, Jenkins, Tailwind and Framer Motion*

Intel

Feb 2024 – Aug 2024

Full-Stack Developer, Intern – Cloud Team

Penang, Malaysia

- Architected a web application to streamline testing workflows, enabling remote execution of GitHub Workflow Runs on Intel Granite Rapids-powered Devices Under Tests (DUTs)
- Designed and implemented full-stack application using React, Flask, MongoDB, and WebSockets, delivering seamless real-time log streaming
- Automated private Docker registry setup with custom Bash scripts, allowing DUTs to efficiently pull and consume local Docker images
- Engineered concurrency-safe database access with WebSockets on MongoDB, ensuring real-time log output streaming
- Enhanced ProfanityAPI (1.4k stars) by implementing metadata feature, improving visibility and usability
- Technologies: *React.js, Bootstrap, MongoDB, Flask and Bash*

Mindworks Interactive

May 2022 – Sep 2022

Frontend Developer

Kuala Lumpur, Malaysia

- Involved in a Gamified Education web platform, currently supporting 1,000+ active learners and enabling 100+ content creators to develop educational content
- Transformed design mockups in Figma into reusable React components and developed features according to requirements
- Designed and developed the user onboarding flow on education platform, enabling first time users to understand features and engage with platform's gamified features
- Enhanced multiple UI components, such as enabling multi-item filtering, allowing users to have more controls over items to be displayed
- Resolved critical bugs across the platform (frontend/backend), maintaining the overall system stability
- Technologies: *Next.js, Tailwind, Prisma, GraphQL, Nest.js and PostgreSQL*

University of Melbourne

Exchange Student

July 2022 – Nov 2022

Melbourne, Australia

- Completed Graphics Design Studio 1 course, developed modular typeface and produced 3D renderings
- Completed Fundamentals of Interactive Design course, designed a location tracking mobile app, emphasizing safety and privacy with custom components using Figma

EDUCATION

University Malaya

Oct 2020 – July 2024

Bachelor of Computer Science (Software Engineering)

CGPA: 3.95 (Dean's Award)

COMPETITIONS AND PROJECTS

DuitHive	Built an expense tracking application with OCR receipt scanning feature and expense report generation Technologies: <i>Next.js, Tailwind, tRPC, Prisma, PostgreSQL, Huggingface</i>
Brighten.ai	Built a web app that enhances low-light images using ReplicateAPI Technologies: <i>Next.js, Tailwind, Prisma, PostgreSQL, ReplicateAPI</i>
NUS Fintech Hackathon	Built a Web3 NFT issuance application, advanced to semi finals Technologies: <i>React.js, Tailwind, Ethers</i>
Always On Time	Developed path finding application for parcel delivery system Contributed to Monte Carlo Tree Search and Greedy Search algorithm Technologies: <i>JavaFX, CSS</i>