

Tzu-Lun (Alan) Wong

Software Engineer · Melbourne, Victoria, Australia

wongtzulun@gmail.com | linkedin.com/in/wongtzulun | awong.dev

SUMMARY

Product-minded engineer with 10+ years across enterprise SaaS, payments, monitoring, and integration-heavy systems. I build reliable Kotlin/Java/Spring backends, React/TypeScript workflows, and customer-facing tools with a bias for test quality and pragmatic delivery.

EXPERIENCE

Career Break & Technical Refresh

May 2024 - Present

Planned personal and family-care career break; returning to hands-on development through Android/Kotlin, game development, and AI-assisted stock portfolio analysis projects.

Software Engineer — Atlassian

Feb 2021 - May 2024

Worked on Jira Service Management Assets across CMDB imports, integrations, asset collaboration, and enterprise customer support workflows.

- Co-led a legacy CMDB import refactor to support customer-assigned ExternalID values and deduplicate Azure and customer-managed data sources.
- Scaled and supported imports of 5M+ assets, diagnosing enterprise failures through log tracing and support analysis
- Led end-to-end delivery of object-level comments for assets, incidents, and ownership records.
- Diagnosed stale JVM build-chain concurrency and memory leaks, reducing integration test failures from about 20% to under 5%.
- Raised legacy codebase test coverage above 80% and kept newly added code above that threshold through focused unit and integration testing.
- Investigated and resolved import edge cases involving large strings, repeated names, international text, and partial data recovery for enterprise customers.

Technologies: Kotlin, Java, Spring, JAX-RS, React, TypeScript, AWS, Atlassian Micros, Postgres

Career Break

Jul 2019 - Feb 2021

Deliberate extended break to rest and recharge after four years of high-intensity payments delivery.

Software Engineer — Tyro Payments

Jun 2015 - Jul 2019

Built POS integrations, payment-terminal workflows, merchant-facing tools, monitoring, and scheme-compliance product changes in a full XP environment.

- Implemented tipping prompts on Tyro payment terminals for hospitality merchants, shipping a durable customer-facing feature still visible in restaurants years after launch.
- Solo-developed a terminal-based customer satisfaction survey flow that helped retain a major merchant.
- Delivered POS integration upgrades, integration monitoring, Alipay integration, scheme compliance maintenance, terminal and cardholder rating UX, and internal pricing/quoting tools.

Technologies: Java, Kotlin, Spring, Maven, C# .NET, JavaScript, VueJS, BootstrapVue, AWS Lambda, DynamoDB, CloudFormation, Serverless, MySQL

Software Engineer / Graduate Software Engineer — Integrated Research

Oct 2012 - Jun 2015

Contributed to Prognosis enterprise monitoring across IP telephony, payments, support tooling, QA, and customer-driven product development.

- Developed product features and showcased new capabilities directly to enterprise customers.
- Voluntarily enhanced build tooling to cut product build times by around 50%.
- Mentored a graduate engineer and briefly acted as product owner during Graduate Innovation Week.

Technologies: C/C++, Perl, Test automation, CI/CD, Scrum, Kanban, Pair programming, TDD

SKILLS

Languages: Kotlin, Java, TypeScript, JavaScript, C# .NET, C/C++, Perl

Backend & data: Spring, JAX-RS, REST APIs, Postgres, MySQL, CMDB imports, Data dedupe

Frontend: React, VueJS, BootstrapVue, HTML, CSS

Cloud & tools: AWS, Lambda, DynamoDB, CloudFormation, Serverless, Atlassian Micros, Maven, CI/CD, JConsole

Practices: Technical design, TDD, Pair programming, Agile delivery, Product facilitation, Mentoring

PROJECTS

Teru Teru Bozu: Android/Kotlin app for choosing good laundry-drying days using weather and practical day-planning signals. — teruterubozu.app

Stock Portfolio Analysis: Self-directed project exploring portfolio analysis workflows and AI-assisted interpretation for individual investors.

Game Development Experiments: Small gameplay and prototyping exercises used to refresh hands-on programming practice.

EDUCATION

Master of Software System Engineering — University of Melbourne

2011

Bachelor of Engineering, Software Engineering (Honours) — University of Auckland

2007 - 2010