Chris Cheng (Boon Rong Cheng)

Software Engineer / Creative Developer

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I design and build intelligent software, scalable applications, and immersive digital experiences, transforming ambitious ideas into working products.

Experience

RJGF Global

Senior Software Engineer (Architecture Track) Aug 2026 - Present, Greater Kuala Lumpur

- Delivered plant performance and KPI features for a solar energy operations platform across backend services, web dashboards and mobile, with Playwright end-to-end coverage.
- Built tag-driven mobile release pipelines in GitHub Actions, including signed Android releases, iOS packaging and signing, and ARM64 Android emulator smoke tests.
- Designed change-aware CI gates with parallel E2E tests, type checking, linting, and production promotion guarded by automated tests and rollback.
- Documented architecture decisions and message-queue flows, and introduced a specification-driven AI-agent workflow for engineering delivery.

Nexstream Sdn Bhd

Team Lead, Technical Apr 2026 - Jul 2026, Petaling Jaya

- Led 8 developers across Flutter mobile and Java backend teams, coordinating multiple concurrent projects and technical delivery.
- Owned architectural decisions, code review practices, technical planning and stakeholder alignment for scalable client solutions.
- Led AI and LLM integration and automation initiatives using Gemini API, LangChain and LangGraph, and guided CI/CD, production reliability and mentoring.

Assistant Team Lead Aug 2025 - Apr 2026, Petaling Jaya

- Supported end-to-end delivery and technical direction for mobile, backend and AI-driven systems, translating business needs into production-ready designs.
- Contributed to architecture, coding standards, production deployments, team reviews and developer mentoring.

Senior Software Engineer Aug 2024 - Aug 2025, Petaling Jaya

- Built complex full-stack features and contributed to architecture refactoring for more maintainable applications.
- Optimized database queries and backend processing, reviewed code and resolved production performance issues.

Software Engineer Nov 2020 - Aug 2024, Petaling Jaya

- Developed and maintained production mobile applications, primarily with Flutter, for client-facing business systems.
- Integrated third-party APIs and payment systems, troubleshot production issues and improved existing codebases.

INVENTECH

AI Research Engineer Feb 2020 - Aug 2020, Puchong

- Worked on machine-learning models for weather forecasting, visual chip-defect recognition and video anomaly detection.

BeacoHealth

Computer Science Intern, R&D Sep 2018 - Jun 2019, Petaling Jaya

- Developed an interactive web application connected to an AI assistant, and contributed to an open-source cloud operating system.

Education

University of Malaya 2016 - 2020

Bachelor of Computer Science, academic background in Artificial Intelligence

Expertise

Mobile	Flutter, Dart, Firebase Cloud Messaging, GitHub Actions
Backend and APIs	Java, Spring Boot, Python, REST, Firestore
Frontend	TypeScript, JavaScript, Vue 3, Playwright
AI and automation	LangChain, LangGraph, Gemini API, n8n
Real-time 3D	Three.js, WebGPU, WebGL2, WebAssembly
Architecture and delivery	System design, CI/CD, Code review, Mentoring