CHOOI JUN XIANG

Aspiring AI Engineer / bachelor of

Personal Info

- chooialex121@gmail.com
- 011-16182813
- melaka, Malaysia
- 16/12/2003

Education

- Universiti Teknikal Malaysia Melaka (UTeM) Bachelor of Computer Science (Artificial Intelligence) with Honours
  Expected Graduation: March 2027

  Current CGPA:
  Year 1 Semester 1: 4.00
  Year 1 Semester 2: 3.97
  Year 2 Semester 1: 3.96

Skills

Python

C++

Java

HTML

CSS

JavaScript

Links

Github

Summary

I am Passionate about building intelligent systems that bridge research and real-world applications. Currently pursuing a Bachelor's degree in AI, focusing on machine learning, deep learning, and data-driven problem solving. Eager to contribute to innovative AI solutions and advance my expertise in the field.

Project

1) Neural Network Project: Traffic Sign Recognition

Developed a hybrid deep learning model integrating CNN, Encoder, and ANN architectures.
Applied techniques including residual blocks, batch normalization, dropout, and hyperparameter tuning.
Successfully classified 63 types of traffic signs for autonomous driving applications.

2) Machine Learning Project: House Price Prediction

Built a regression-based model for predicting house prices using multiple real-world features.
Conducted data preprocessing, feature engineering, and performance evaluation.

3) OOP Project: Gadget Shop Management System

Designed and developed an object-oriented system for managing gadget shop inventory and sales.
Applied core OOP concepts including inheritance, encapsulation, and polymorphism.

4) Data Structures & Algorithm Project: Rubik's Cube Competition Timer

Implemented sorting algorithms to manage and analyze Rubik's Cube competition timings.
Developed a user-friendly interface for recording and comparing results.

5) Workshop 1 Project: Sushi Restaurant Recommendation & Order System

Built a restaurant ordering system with customer data storage.

Languages

CHINESE

MALAY

ENGLISH

Integrated recommendation features that suggest menu items based on customer order history.

6) Programming : Account & Bank System
Developed a basic banking management system to simulate account creation, deposits, withdrawals, and transaction history.

Competition

1) Hackathon Participation
Participated in hackathons to gain real-world problem solving and team collaboration experience.

Tools & Platforms:

AI & ML Tools: Scikit-learn, TensorFlow and Keras

Techniques:

Machine Learning, Deep Learning, Neural Networks, Data Preprocessing and Feature Engineering

Other:

Git, GitHub, Object-Oriented Programming