Braddy Yeoh

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WORK EXPERIENCE

SAP, Citywest, Dublin — Associate Engineer, Product Support, SAP Star Student

MAY 2019 - NOW

- Solving customer incidents involving SAP HANA Database
- Learning about the different SAP products
- Taking SAP certifications

Coderdojo, Bray — *Mentor*

AUG 2018 - SEP 2018

- My role was to teach kids about python.
- Help them set up Minecraft serves using Spigot and to link Spigot with Python's shell so that they can code to modify Minecraft's world.

Apache Pizza , Dun Laoghaire, Dublin — *Assistant Manager*

JUN 2016 - SEP 2018

- Do Profit & Loss account for the end of each week using Excel.
- Assist manager by managing a team of 6 people to ensure highest of service.
- Ensure report is updated.
- Deal with any customer complaints and ensure the problem is resolved peacefully.

EDUCATION

University College Dublin, Dublin — *BSc in Computer Science*

SEP 2017 - CURRENT

Currently pursuing a Bachelor's in Computer Science
Stage 1 GPA – 3.7/4.2 (First Honors / 1.1)
Stage 2 GPA – 3.85/4.2 (First Honors / 1.1)

SAP, Citywest, Dublin — *HANATEC Certified*

JULY 2019

Certified SAP HANA SPS03 consultant

SAP, Citywest, Dublin — *SAPTEC Certified*

JUNE 2019

Learned the fundamentals of SAP Products

St.Kilian's Community School, Bray, Co.Wicklow —High School

SEP 2011 - JUNE 2017

Achieved 480 points in the Leaving Cert

SKILLS

Java, SQL, MySQL, C/C++, Python, HTML, CSS, Javascript, Lisp, Bash

Git, Slack, Microsoft Teams, AGILE, Outlook, Node.JS, Bootstrap, React

AWARDS

UCD Japanese Society – Small Society of the Year

Gaisce Bronze and Silver Medalist

Student of the Year (Transition Year & 6th Year)

LANGUAGES

English, Mandarin, Cantonese, Japanese, Irish

Dublin Bus Timer — *Track specific bus routes and set a timer to notify when there are x minutes till arrival*

JULY 2019

- Solo project using ReactJS
- Used MaterialsUI library for UI
- Working with Dublin bus API

Snake — *Recreating classic Snake game in Java*

JUNE 2019

- Solo project using Eclipse and JavaFX
- Automatic replay on death

Simple C terminal — *Recreating a terminal*

FEB 2019 - MAR 2019

- Used C to implement a simple shell that can ls, sleep, pwd, mkdir, cd, pwd, rmdir, echo, redirect, whoami, cat

Reversi — *Recreating the board game in C*

FEB 2018 - JUNE 2018

- Worked with a partner using Codeblocks, Git and CUnit
- Focused on game logic and game loop
- Scrum master

Backgammon AI — *Creating a bot to play backgammon*

FEB 2019 - JUNE 2019

- Focused on the doubling aspect of the game
- Created methods that the game called for the bot to execute moves
- Automation of changing weights based on the game's state for the different factors towards winning

Backgammon — *Recreating the board game in Java*

FEB 2019 - JUNE 2019

- Worked in a team of 3 using Eclipse, JavaFX and Git. Project came 2/40 teams.
- Focused on creating the backend of game components and used existing code to integrate into front-end
- Also created sound feature for project and allowed user to control music

Matrix Multiplication — Used parallel processing and sockets

MAR 2019 - APR 2019

- Used C and sockets to evenly distribute any dimension matrix to worker nodes requesting to multiply matrix