

SUMMARY:

- ★ Enthusiastic Data Science Student with knowledge in Machine Learning and Data Analytics. Well-rounded across all fields: sorting CSV files with Pandas Library, building games with Pygame and MIT App Inventor, and web security with WireShark and Burpsuite. Committed to applying technical skills to real world projects and competitions.

EDUCATION

- 🎓 **High-school Post SPM:** Kolej Yayasan UEM, Lembah Beringin (2024-2026)
🎓 **High-school:** Sekolah Sri Tenby, Eco Park (Jan 2019 - Dec 2023)

ACHIEVEMENTS, HONORS

- 🏆 Bronze for National Junior Cybersecurity Award (NJCO), U18 Leader for International Junior Cybersecurity Award (IJCO) at Istanbul, Turkiye
🏆 International Computer Science Competition ~~~ Bronze Finalist
🏆 Malaysian National Chemistry Quiz ~~~ Distinction
🏆 International Math Olympiad National Selection Test ~~~ Honorable Mention
🏆 Malaysian Physics Olympiad ~~~ Silver
🏆 Chumbaka Proficient in Mobile App Design
🏆 Chumbaka Proficient in AR and VR course

SKILLS

- Technical: **Microcontrollers and Circuit Programming** (MicroPython); **Drone Programming** (CoDrone-Library); **Game development** (MIT App Inventor, StoneScript); **KicoCode Foundational Certification** (Python, HTML, MIT App Inventor, Arduino), **TradingView Programming** (PineScript), **Web Security** (Burpsuite, WireShark, Kali), **Documentation** (Git, LaTeX)
- Professional: Multilingual fluency in English, Chinese and Malay. **Project management** (able to organize workshops, tasks and timelines)

RELEVANT EXPERIENCES

- 🌟 SalesPerson/Data Analytics Intern at FAS Solutions (2024 Mar-Aug)
- Tracked KPI, settlement records, successful loan cases and created monthly reports for staff members
 - Learned ways to improve communication skills, as well as handling Documents and understanding CTOS reports
 - Identified a correlation that shifted companies' focus that boosted revenue by 200% within several months
- 🌟 EECS Attachment under Prof. Gan Kok Beng under Universiti Kebangsaan Malaysia (UKM) (2024 Dec)
- Researched about car designs and materials that improve the Micro: Bit Yahboom kit.
 - Analysed the kit's circuit diagrams, coded it with C2C comms and PWM along with sensors via MicroPython
 - Programmed a Codrone-Edu drone (Codrone Library) to move multidirectionally, change controls and identify colours.

PASSION PROJECTS

- 💡 Built a Stronger RSI Indicator with PineScript v6
 - Filtering weak divergence while implementing extra 20 and 50 EMA lines for better clarity
 - Successful backtest and achieve 55% WinRate across Stocks, Forex, Crypto in Daily TimeFrames
- 💡 Created a simple 3D Rock Paper Scissors Minus One Game with pygame
 - Incorporated game rules and sounds inspired from Squid Game Season 2
 - Designed multiplayer functionality with turn-based gameplay logic
 - Added sound effects and background music for immersive experience
- 💡 Ongoing Poker Project with ML + Algorithmic Tools
 - Implemented a 2-player Front End game with React TS with CSS
 - Plans to mix CFR and Machine Learning to improve model.
 - Plans to store data in SQL or PythonAPI

LEADERSHIP EXPERIENCES

- 💡 Co-Founder, Vice President 24'; President 25' for CIPTA
 - Advised and Secured 3+ Data Science internships for junior students from UKM
 - Co-host for a Cybersecurity Linux Workshop/CTF Competition with 10+ competitors
 - Collaborated with SJKT Lembah Beringin celebrating the Pongal festival with with 8 volunteers.
 - 20+ students sign up for the upcoming Jan 2026 Data Science workshop in Tenby
- 💡 22' 23' Head Librarian
 - Initiated a regular silent reading program every Wednesday for all 200+ students promoting digital detox and reading as a hobby
 - Promoted the BeeHive, a student indoor lounge, through musical performances and tutorial sessions
 - Hosted a 200+ student workshop competition that reintroduced the use of dictionary finding words in articles
- 💡 Vice-President 22' Chess Club; 23' Varsity Chess Player
 - Prepared PowerPoint presentations to 20+ students explaining chess notations, strategies, and how chess pieces work to students.
 - Regularly form groups to discuss how to solve puzzles, calculate moves and practice matches to improve our skills.
 - Varsity chess player to compete at a chess tournament at U18 23' at SJKT Bukit Jelutong.