**Chien Sien Low**

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**OBJECTIVE**

To obtain a Software Engineering opportunity involving programming (Web and/or App), data mining or system engineering.

**EDUCATION**

**Master of Computer Science** Expected May 2016

UNIVERSITY OF MASSACHUSETTS DARTMOUTH – MA, USA

* Cumulative GPA: 3.8
* Relevant Coursework:

CIS 461 - Formal Method Software Engineer CIS 522 – Algorithm & Complexity

CIS 532 - Software System Design CIS 580 – Paradigmatic Software Dev.

**Bachelor of Computer Science (Software Engineering)** April 2012

ASIA PACIFIC UNIVERSITY – Kuala Lumpur, Malaysia

* Imagine Cup Team on 2012, Volunteer
* Relevant Coursework:

CE00318-2 – Database and Web Database Systems

CE00362-3 – Design Patterns

**SKILLS AND COMPETENCIES**

**Computer Skills:**

* Has experience programming in Visual Basic, MYSQL, Java, Python, C, C++, HTML, CSS.
* Has experience with some Virtual Software: VMware, VirtualBox, etc
* Familiar with Object-Oriented Concept, Turing Machine and implementation of Design Pattern
* Familiar with Image processing, image transformation and pixel manipulation, OpenCV with Java, C++,
* Familiar with UNIX/Linux, CentOS, Linux basic shell description, procedure call, PIPE, etc
* Knows some basic configuration of PC hardware and can install the OS (Windows, Linux)

**Technologies**:

* Microsoft Office Suite, Adobe Photoshop, Quickbook, SQL, GoogleDrive

**Languages**:

* Native - Mandarin
* Fluent - English, Cantonese, Malay, Hokkien

**Other Information:**

* Achieved A-grade result in the MITx courses in edX (introduction to python programming)
* Completed 3-month Java Core training at CCG Resources

**PAST PROJECTS**

**3D game on Unity –** Developed a 3D top-down Adventure style game with Unity platform. Actions in the game compiled by C# script and Unity. The game was fully functional with a storyline, difficulty levels, music and sound effects.

**Library Management System** – Developed a Library Management System (LMS) implemented with VB.NET platform and integrated with MYSQL Database. The LMS included features such as rent, return, inventory check, monitoring, chat room, ranking, etc. Concepts from Object-Oriented were applied to allow different levels of access based on user identity.

**EMPLOYMENT HISTORY**

**Life Memories Corporation – Florida, US ( Internship )** Jun 2015 – Sep 2015

*Mobile Application development*

**App Developer**

* Follow an Agile scrum project methodology to deploy software
* Connect mobile application to web application
* Work with performance and measuring resources from mobile and web platforms
* Work with cloud integrator to ensure that data is secure and packets are not lost
* Work with vendors and team to ensure that all portions of the software are communicating as designed
* Work with graphic designers to ensure the GUI is built as specified

**Dynatel SDN. BHD. – Kuala Lumpur, Malaysia**  Sep 2012 – Jan 2013

*Fax Server and related support and maintenance provider.*

**System Engineer**

* Completed hardware (Fax Server) sales with built-in software
* Demonstrated features of the software to customers
* Trained technicians to work on the fax server
* Monitored client servers in response to clients’ request for technical support
* Troubleshot errors from the virtual machine or fixed the problem on the spot
* Noted and alerted company of new updated systems
* Maintained current inventory levels

**EXTRA-CURRICULAR ACTIVITIES**

UMASS Dartmouth software developer society member – Volunteer Sep 2014 - Present