Wong Ze Min

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EDUCATION

Xiemen University Malaysia   **Sep. 2019 – Present**
Bachelor of Engineering in Software Engineering (Honours)   *Sepang, Selangor*
- 3.41/4.0 CGPA, Top 30% for all annual semesters

SKILLS

Technical Skills:	Agile development, Project development, Research skills
Soft Skills:	Leadership, Responsibility, Teamwork, Empathy, Communication
Programming Language:	C++, C#, python, HTML/CSS, .NET, SQL, Java Script

PROJECTS   *https://docs.google.com/spreadsheets/d/1hiirfL7yUs2F8H5ZAY9qaLuQu-xP6JANrJ8qHGkwW0U/edit?usp=share_link*

Vaccination Registration and Checking Web Application   **Sep. 2021**
https://github.com/GuessBJD/My_Vaccine
- Adopted agile development techniques such as utilized user stories and incremental planning to plan and coordinate a web development coursework project with a team of four members, which lead to a healthy and dynamic teamwork throughout the development process of the vaccination appointment web application.
- Implemented product increments through sprint development iterations and parallel pair programming while utilised GitHub to manage parallel development and version control.
- Coded using HTML/CSS and JavaScript and applying Java EE architecture with MVC pattern to implement function increment- manage applicant's vaccination and appointment-.
- Plan, prepared, and compiled documentation including user stories, use case diagrams, and wireframes to record the agile development process.

Dummy Robot Supper Take-Out Delivery Game   **Sep. 2021**
https://github.com/GuessBJD/Dummy_Robot_Supper_Takeout_Delivery
- Designed and developed an indie game as a project for the Game Design and Development course, gaining hands-on experience in planning, designing, and developing a game. The project contributed to a GPA of 4.0.
- Created a memory puzzle solving game using Unity engine, implementing 2D animation, 2D sprites, Universal Render Pipeline, etc., while coding in C# with Unity Scripting API.
- Prepared game design documentation detailing the game story, gameplay, game objects, game mechanism, and implementations to report the game development and course of actions.

Undefeatable Tic Tac Toe   **Sep. 2020**
https://github.com/GuessBJD/Undefeatable_Tic_Tac_Toe
- Conducted a research project to gain a thorough understanding of the principles of artificial intelligence, specifically the rationality of AI in sequential games like Tic Tac Toe, as part of my coursework for the Artificial Intelligence course. The project contributed to a GPA of 4.0.
- Coded using C++ with Visual Studio, implemented a Minimax algorithm to develop a rational AI for a Tic Tac Toe game, allowing the program to consistently calculate and select the optimal moves.
- Experimented Minimax theorem using the developed program to evaluate and prove the rationality of AI in playing Tic Tac Toe through proof by construction and reported the results in a research report.

EXTRACURRICULAR ACTIVITY

Epoch- Undergraduate Orientation Intake February 2020-   **Dec. 2019 – Feb. 2020**
Vice Secretary
- Assisted the primary secretary in the preparation of meeting agendas, recording of meeting minutes, compilation of supporting documents and maintenance of a Google Drive file system for documents. Contributed as a duty member of the secretary department by committing to communication and teamwork.

WORK EXPERIENCE

Tea Time Bakery & Café Sdn Bhd   **Taman Muda, Ampang Jaya**   **Aug. 2019 – Sep. 2019**
Waiter
- Provided customer service by attentively servicing customers' needs in a polite and professional manner.