Jie Han Oh
ELECTRONIC ENGINEER — UNIVERSITY OF MANCHESTER

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SUMMARY — Dynamic and innovative Engineer with a diverse portfolio encompassing Silicon validation, AI agents, and autonomous robotics. Integrates a rigorous analytical approach with creative problem-solving skills to enhance workflows and optimize embedded systems. Experienced in leading cross-functional teams and effectively communicating technical results to stakeholders. Eager to leverage a fast-learning mindset and strong technical foundation in a graduate engineering role for 2026.

SKILLS

C / C++ Programming	VHDL / Matlab
Altium	Simulink / Excel
Soldering	Unix / Linux

EMPLOYMENT HISTORY

Jun 2025 – Sept 2025

Internship, Lattice Semiconductor (Penang, Malaysia)

- Supported LPDDR4/DDR3 software IP in the DDR technology team.
- Automated pin assignment for development boards with a custom script, speeding setup and reducing errors.
- Restructured example projects to enable easier customization and faster customer adoption.
- Identified and resolved critical bugs in DDR3 IP, improving reliability ahead of release.

Jun 2024 – Sept 2024

Internship, Advanced Micro Devices (AMD) (Penang, Malaysia)

- Automated PCIe endpoint capability extraction using Bash, accelerating diagnostics and performance analysis on Linux.
- Developed a Python tool to compare and validate register values across devices and configurations, flagging mismatches early to improve data integrity.
- Integrated both tools into the team's workflow, reducing manual steps and increasing repeatability.

PROJECTS

Nov 2025

AgentVerse Hackathon, UCL   London

- Collaborated with a team of 6 to build an AI onboarding agent that answers FAQs and drafts HR/IT emails.
- Integrated GitHub and Slack APIs to ground responses in current projects and updates.
- Prototyped an Anam AI voice avatar enabling conversational onboarding for new hires.
- Produced and published a creative pitch video on YouTube to showcase the agent's capabilities.

Mar 2024 – Mar 2025

Hackabot 2024 and 2025, Robosoc Society   Manchester

- Collaborated in a team of 4 to program Mona bots to solve maze challenges.
- In 2024, coordinated two bots to communicate and collaboratively map the maze using onboard sensors.
- In 2025, explored computer-vision-based navigation for a sensor-less bot, enabling reliable route following.
- Sharpened my vibe coding skills.

Sep 2024 – Jun 2025

Embedded Systems Project, University of Manchester   Manchester

- Led a team of 5 as lead coder for a line-following buggy with a PID control algorithm on the MCU.
- Authored design documentation, test plans, and final reports; presented results to stakeholders.
- Designed chassis layout, sensor placement, and wiring diagrams; integrated motors, sensors, and MCU.
- Managed project budget and component selection; created promotional materials and a pitch for the project.

EDUCATION

Sept 2023 – **July 2026**	**Bachelor of Electronic Engineering, UNIVERSITY OF MANCHESTER**

- On track for First-Class Honours.
- Key modules: Digital Systems Design (VHDL), Embedded Systems (C), Computer Architecture, Digital Signal Processing, Control Systems, High-Speed Digital & Mixed-Signal Design.
- Main projects: Built a line-following buggy with PID control on MCU; authored report on Shor's algorithm.

Jan 2022 – Jun 2023	**CAIE A-Levels, KOLEJ YAYASAN UEM (KYUEM) (Selangor, Malaysia)**

$1A^*$ & 3A's: Further Mathematics (A*), Mathematics (A), Physics (A), Chemistry (A)

2019 – 2021	**Cambridge IGCSE, Wesley Methodist School Penang International (Malaysia)**

$7 A^*$ & 2 A's