



Tai Wen Jun

Software Engineering

wenjuntai201312@gmail.com | +60-11 2665 2440 | <https://www.linkedin.com/in/wen-jun-tai/>

Education

University Technology Malaysia | Software Engineering

Sep 2019 - Sep 2023

- Current CGPA: 3.99 / 4.00, Dean's List Award

Work Experience

Freelancer, PowerBi Developer

Since November 2022

- Providing data analysis and data transformation solution for manufacturing industry
- Providing data insight and advice on data warehouse in client's D365

Internship, Network Technology Developer

Aug 2022 - Feb 2023

Huawei Technology, Kuala Lumpur Malaysia

- Building web apps, dashboard, data analysis, tools for internal company using Python, Javascript, Web Technology, Flask, SQL, PHP, TQL, RESTFUL API

Internship, Business Intelligence Developer

Mar 2022 - Aug 2022

SRKK, Johor Malaysia

- Develop dashboard, data analysis and data cleaning consultancy service for manufacturing industry using PowerBI

Internship, Product Intern

July 2021 - Dec 2021

LakuEmas, Jakarta Indonesia

- Involve in documenting and designing of 5 features: TargetSaver, LakuCecil, Straits, PointSystem, Gamification with multi-national team

Research Assistant

November 2018

UTM, Pulau Langkawi

Certificate & Competition

Champion | WIBA Blockchain Hackathon

November 2022

- Competed against 50 teams, won price USD 3500 with blockchain web application using react, REACH and algo coin technology

AWS Certificate | Cloud Practitioner

February 2022

- Pass with 761/1000, expired in Feb, 2025

Top 10 winner, Hong Leong Bank Hackathon

September 2021

- Develop a web application of carbon footprint monitoring app using flask, python
- Outstand from 150 participants and won price of USD 300

Malaysia Representative, JAXA Kibo Programming Challenge

June 2021

- Program robot to function in space including 3D motion, lasering, reporting using Java
- Won Malaysia level preliminary round and represented Malaysia to compete in international level

2 Paper Publication, International Level

January 2021

- Publish paper in IRJMETs and International Journal of Computer Networks and Applications

Project

2D Game

January 2021 - May 2022

- Create 2D game engine with OpenGL, C++, ImGui that support graphic rendering, texture, camera control, vertex array to create any 2D game

React Native Mobile Application

February 2022

- Create react native app connect with GraphQL DB. support account authentication

Ruby on Rails Web Application

May 2021

- Create instagram clone app using Ruby on Rails and Javascript

Skill

Language

- | | | |
|------------------|-----------------|-----------|
| • Product design | • Spring | • English |
| • Flask | • JAVA | • Chinese |
| • React Native | • JSP & Servlet | • Malay |
| • .net | • HTML & CSS | |
| • SQL | • PHP | |