



LIEW TECK LIANG

# Machine Vision Engineer

## WORK EXPERIENCES



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<https://github.com/LiewTeckLiang>



<https://www.youtube.com/channel/UCtITF6R2Clu-2MPMdkRhuSA>

## SKILLS

MACHINE VISION

PROGRAMMING

CUSTOMER SERVICE

PROJECT MANAGEMENT

OPTICS

## LANGUAGES

MANDARIN



ENGLISH



MALAY



### Keyence (Malaysia) Sdn Bhd



Nov 2019 – Jan 2022 Job Title: Technical Support Engineer

- Work closely with sales engineers to provide complete machine vision solution on software feasibility, hardware setup such as camera, lens and lighting depending on customer requirement.
- Provide on-site/remote support to Keyence's customer on software programming on vision/robotic application and wiring on electronic devices such as PLC, sensors, relays and I/O modules.
- Provide training to customer on Keyence's machine vision product.

### Ideal Vision Integration Sdn Bhd



Jan 2022 – Current Job Title: Field Service Support Engineer

- Work with a Halcon based PC based vision software.
- Responsible for machine setup and mechanical adjustment such as mechanical alignment, motor, encoder, pneumatic system, and sensors.
- Integrate and configure machine vision system on the AOI machine.
- Troubleshoot and identify root cause when abnormality happened.
- Data collection for machine buyoff. ( Repeatability and reproducibility study )
- Project management which includes communication with customer for their machine buyoff criteria and project progression.

# EDUCATION

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2013 - 2015

Tunku Abdul Rahman University College

Diploma in Mechanical Engineering and Manufacturing

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2015 - 2019

University Tunku Abdul Rahman

Bachelor Degree in Mechanical Engineering

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# PROGRAMMING PROJECTS

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## AI learns to play game

 <https://github.com/LiewTeckLiang/Genetic-Algorithm>

Implemented neuroevolution of augmenting topologies to train an agent to play a self-made game.

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## Hand gesture to play game

 <https://github.com/LiewTeckLiang/Hand-Gesture-Recognition>

Computer vision: Using hand gesture to play game

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## Image Processing with GUI

 <https://github.com/LiewTeckLiang/Image-Processing>

Implemented image processing technique such as blur, sharpen, contrast conversion and brighten/darken to an image.

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## Face Recognition

 <https://github.com/LiewTeckLiang/Face-Recognition>

Utilizing face recognition library in python to create a face recognition GUI to record attendance.

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## Image classification

 <https://github.com/LiewTeckLiang/Image-Classification->

Utilizing one of deep learning architectures which is convolution neural network to train a model with 10,000 images to differentiate cats and dogs.

# PROGRAMMING

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PYTHON



C#



C++

