

# LIM YI WEI

## SOFTWARE DEVELOPER

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### EDUCATION

<b>Bachelor of Science in Computer Science (1st Class Hons)</b> Goldsmiths, University of London	<b>Oct 2022 - Nov 2024</b>
<b>Diploma in Game Design &amp; Development</b> Temasek Polytechnic	<b>April 2017 - April 2020</b>

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### PROJECTS

<b>Pneumonia Detection using Chest X-Rays</b> Self-Published on Kaggle <ul style="list-style-type: none"><li>Explored and implemented various machine learning architectures (CNN, LSTM, SVM) for pneumonia detection using chest X-ray images.</li><li>Applied advanced deep learning techniques for image classification and model comparison.</li><li>Published code and findings on Kaggle, demonstrating proficiency in model deployment and community engagement.</li></ul>	<b>March 2024 - Oct 2024</b>
<b>Expense Tracking Application: SmortMoney</b> Goldsmiths, University of London <ul style="list-style-type: none"><li>Collaboratively developed a cross-platform expense-tracking app using React and Google Firebase, compatible with both iOS and Android devices.</li><li>Focused on backend development, linking user-input data to Firebase for secure, real-time storage and retrieval.</li><li>Enhanced application functionality by ensuring seamless integration between frontend components and Firebase.</li></ul>	<b>March 2023 - Sep 2023</b>
<b>Mobile Game: Relab Escape</b> Temasek Polytechnic <ul style="list-style-type: none"><li>Designed and developed core game mechanics for an interactive music rhythm game</li><li>Integrated user interface components with game functionality to enhance user experience</li><li>Assisted with game publishing on the Google Play Store, ensuring compliance with platform requirements</li></ul>	<b>Nov 2018 - March 2019</b>

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### WORK EXPERIENCE

<b>OTWO INC PTE LTD, Intern</b> <ul style="list-style-type: none"><li>Streamlined IT infrastructure, reducing system downtime and improving operational efficiency.</li><li>Developed gamified event concepts that boosted engagement levels and contributed to an increase in event attendance.</li><li>Attend social networking events to help the company gain connections and projects.</li></ul>	<b>June 2019 - Dec 2019</b>
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### SKILL AND TECHNOLOGIES

- Programming Languages: JavaScript, Python, C++, C#, HTML, CSS
- Frameworks & Tools: React, Unity, Jupyter Notebook, Autodesk Maya, Low-Code
- Technologies: SQL, Google Firebase, TensorFlow, Scikit-Learn, LLM
- Core Skills: Deep Learning, Artificial Intelligence, Data Analytics, Game Development, Leadership, Teamwork, Agile