

LIM YI WEI

SOFTWARE DEVELOPER

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EDUCATION

Bachelor of Science in Computer Science (1st Class Hons) Singapore Institute of Management & University of London	Oct 2022 - April 2025
Diploma in Game Design & Development Temasek Polytechnic	April 2017 - April 2020

PROJECTS

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

WORK EXPERIENCE

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