Mei Yong Peng

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OBJECTIVE

Motivated Computer Science student at Multimedia University (MMU) with a strong foundation in programming and problem-solving. Seeking an internship or entry-level position to apply my technical skills in real-world applications and contribute to innovative projects.

EDUCATION

Multimedia University   **Cyberjaya, KL**

Bachelor of Computer Science   Expected Graduation, May 2026

- Major in Data Science.
- CGPA: 3.73/4.00.
- Related Coursework: Computing in Python, Object-Oriented Programming, Discrete Mathematics, Statistical Data Analysis.

Foundation in Information Technology   Graduated

- Consistent Dean's Lister with a CGPA of 3.83.

PROJECTS

Kwazam Chess (Java)

- Developed a chess game in **Java**, implementing game logic, movement rules, and an interactive GUI using **Java Swing.**
- Applied **object-oriented** programming, data structures and design patterns such as **MVC** pattern, **Strategy** pattern and **Singleton** pattern to ensure maintainability.
- Designed algorithms for pieces movement validation and gameplay mechanics, improving performance and **100%** accuracy.

CPU Scheduling Algorithm Simulator (Python)

- Built simulation tool for 4+ CPU scheduling algorithms, including **Round Robin**, **Shortest Job Next (SJN)**, and **Priority Scheduling**.
- Developed an interactive GUI with **Tkinter** and visualize scheduling execution with Gantt charts with **Matplotlib**.
- Implemented scheduling metrics to enhance **50%** process analysis.

SKILLS

Programming: Python, Java, C++, SQL, HTML/CSS

Database Management: SQLite, DB2

Developer Tool: Git, GitHub, Jupyter notebook, VS Code

Languages: English, Malay, Mandarin, Cantonese

Soft Skills: Team player, Collaboration, Politeness, Problem Solving