JIN KUAN MOO

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Summary

A UCD Computer Science Master proficient in **Chinese Mandarin**, **English**, and **Malay**. **Full stack** development experience in several languages as well as **Agile** methodology. Great networking (**TCP/IP**), OS (**Windows, Linux**) and **machine learning** knowledge. Previously worked as a manufacturing manager, leading a team of 20 engaged in daily production. Volunteered in Code in Place hosted by Stanford University, delivering online Python lessons to a group of 15 students. An excellent team player with great team management and communications skills.

Education

University College Dublin   Dublin, Ireland
MSc Computer Science; GPA:3.82   Sep 2022 – Dec 2023

University College Dublin   Dublin, Ireland
BSc Food Science; GPA:3.77   Sep 2017 – Jun 2021

Experience

Stanford University   Dublin, Ireland
Section Leader   Apr 2023 – Jun 2023
- Participating in Code in Place, an online introductory coding course
- Conducting weekly lessons for a cohort of 15 students
- Teaching topics including Python, Animations, Console Programming, Graphic Programming etc.

Krispy Kreme   Kildare, Ireland
Manufacturing Manager   Sep 2021 – Jun 2022
- Managing a 20-member team for daily production operations
- Ensuring adherence to safety protocols, HACCP principles, and legal regulations
- Maintaining accurate inventory control, yield records, and traceability documents

Projects

Afterparty
an event impact analysis tool which provides insights into how the busyness of urban areas are impacted by large-scale event.
- Utilized React.js and Figma for the frontend development
- Implemented the backend with Node.js, Express.js, Flask, and Apache
- Developed prediction models using Random Forest and XGBoost

Dublin Bikes
a web application providing real-time information and journey planning for bike-sharing services.
- Utilized Vanilla JS, HTML and CSS for frontend development
- Implemented the backend with Flask, MySQL, AWS EC2, AWS RDS, Gunicorn, Nginx
- Developed prediction models using Linear Regression

Asteroids
a classic arcade video game which player controls a spaceship in an asteroid field to destroy incoming asteroids.
- Developed using Java
- Used JavaFX as the GUI framework

Technical Skills

- Programming languages: Python, JavaScript, Java, HTML, CSS, C++, TypeScript
- Frameworks: React.js, Flask, Express.js, JavaFX, Pygame
- Database: MySQL, AWS RDS
- OS: Linux, Windows, AWS EC2
- Tools: VSCode, Jupyter Notebook, Eclipse, GitHub, scikit-learn, Scene Builder, Microsoft Office
- Machine Learning: Linear Regression, Logistic Regression, Random Forest, XGBoost, KNN
- Others: Data Structures and Algorithms, Object-Oriented Programming, Networking (TCP/IP)