

# OBI BATBILEG

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## Education

### WESTERN SYDNEY UNIVERSITY

*School of Computer, Data and Mathematical Science*

Bachelor of [Information Systems](#)

**2021 - Current**

System Analysis, Software design & deployment, Project management

- Relevant Units: Object oriented programming, Technologies for web applications, Computer security, Mobile application development, Human-Computer Interaction Design

## Experience

### APPLE

*Sydney, Australia*

#### Product specialist

**2022-04 - Current**

- Proficient in showcasing and selling a diverse range of Apple tech products to customers.
- Work effectively in diverse environments, adapting to the dynamic company culture, fostering a positive and collaborative work environment..

Communication · Product Knowledge · Sales · Operations

### SITTEN SOFTWARE JSC

*Vietnam*

**Internship Experience** - Designing the Functionality of a Document Automation Software **2022-4 - 2022-7**

- Gathering Client Requirements: Conducted in-depth information gathering to understand the unique needs of the client.
- Documentation: Translated business requirements into system requirements, creating artifacts such as Context diagrams, Agile User stories, and other relevant models.

### MUSTANG CAR RENTAL

*Ulaanbaatar, Mongolia*

#### Technician

**2017-09 - 2018-07**

- Install, configure, and maintain computer hardware and software.
- Document all IT-related procedures, configurations, and troubleshooting steps.
- Regularly monitor and maintain the car rental system to ensure optimal performance.

Troubleshooting · Maintenance

## Projects *(more on website)*

### ELECTRIC VEHICLE ALLOCATION

*Western Sydney University*

Problem Solving · Encapsulation · Polymorphism · Inheritance · Object-Oriented Programming (OOP) · C++

- The project achieves a realistic EV simulation with smart charging allocation. Ensuring scalability and efficiency, it promotes sustainable EV adoption in Australia.

### NINE BOARD TIC-TAC-TOE

*Western Sydney University*

Problem Solving · Monte Carlo Simulation · Data Structures · OOP · C++

- Completed a C++ Nine-Board Tic-Tac-Toe game using object-oriented principles, featuring a Monte Carlo simulation for smart player decisions. Offers diverse gameplay options and emphasizes code reusability with rigorous testing, showcasing the student's OOP proficiency.

### PET ADOPTION MANAGEMENT APPLICATION

*Technologies for web applications*

HTML5 · Cascading Style Sheets (CSS) · JavaScript · PHP · Databases · MySQLi

- Completed a dynamic Pet Rescue website for Annie's Animal Adoptions using HTML, CSS, JavaScript, and PHP, interfacing with a MySQL database. Empowers users to seamlessly explore pet listings, submit applications, and enables administrators to manage listings securely. Demonstrates adept web development skills with robust data validation.

## Leadership and Activities

**MUST** (*Mongolian University of Science and Technology*)

*Ulaanbaatar, Mongolia*

**Achieved first place in Youth Science Lecture competition**

**October 2016**

- Presented about gravitational waves. Awarded by Nobel-Prize winning physicist professor Hiroshi AMANO.

**DAICHI NO SEIZA** 

*Ulaanbaatar, Mongolia*

**Building Reflectors**


**July 2016**

- Participated "[Daichi no Seiza](#)" in 2016 as a team member. "Daichi no Seiza" is a project to receive connection from JAXA's Daichi 2 satellite by building reflectors. Therefore, Educate young minds about Space Industry.

## Skills

 C++, Java, Swift, Python, Javascript, PHP, CSS, HTML, Bootstrap 5, MySQLi, TCP/IP & OSI Model,

Adobe Creative Cloud Softwares, Figma, Process mapping

 Data Structures and Algorithms, Object Oriented Programming, Web development techniques, Database, Mobile app development, Human-Computer Interaction Design, Social Computing, SDLC, Agile methodologies, Sales, Operations, Project Management