Shun Le Yi Mon

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Education

A-levels

University of Manchester

Sep. 2021 - Jun. 2024

B.Sc in Computer Science

Expected 2:1

Relevant Courses: Algorithms and Data Structure, Enterprise Strategy and Marketing, Finance, Data Science, Machine Learning, Software Engineering, Visual computing

Abbey College Manchester

Sep. 2019 - Jun. 2021

3 A*'s

Subjects: Maths, Further Maths, Chemistry Experience, Leadership & Volunteering

Online Maths Tutor at University of Manchester

Apr. 2023 - Present

- Delivering comprehensive online tutoring to **4-5 A-level students** from local colleges for an hour fortnightly for **a 14-month period**, fostering their understanding of computer science and mathematics.
- Underwent training and orientation to ensure adeptness in implementing **industry-leading methods and resources** endorsed by the London Mathematical Society, British Computer Society, and affiliated partners.

Technical Officer & Volunteer at Greater Manchester Nightline

Dec. 2022 - Jun. 2023

- Completed and passed post-test of listening training of **six-week**, and offered high-quality and non-judgmental listening service at least **three shifts per semester**.
- Managed office devices maintenance weekly and **re-designed** society website to overhaul vision and experience.

Online Data Analyst at TELUS International Al Solutions

Sep. 2022 - Aug. 2023

- Contributed to enhancing global AI technology and digital experiences on monthly basis.
- Proficiently handled diverse data types with high precision and accuracy on every task and ensured adherence to **ethical data handling practices**.

PASS Leader at University of Manchester

Sep. 2022 - Jun. 2023

- Mentored and guided 14 first-year students in a team of three, facilitating a conducive learning environment weekly
 for an academic year.
- Offered consistent and high-quality guidance and feedback to student gueries.

Projects

Eventlite (Software Engineering Team Project)

Java, Spring MVC, Thymeleaf

- Cooperated in a team of seven to design event-listing web application.
- Practiced **Test-Driven Development** throughout the project, maintained version control using **Git**, and integrated the **Mapbox API**, **Mastodon API** and **REST API**.

Stendhal (Software Engineering Team Course)

Java

- Cooperated in a team of seven to upgrade and develop features to Stendhal (an open source MORPG game).
- Practiced and implemented **Test-Driven Development**, **Jenkins**, **and CI/ CD Brown field development** throughout the project, maintained version control using **Git**.

Face recognition and Completion (Machine Learning Coursework)

Python, Numpy

- · Applied machine learning techniques to complete faces of individuals given a set of half-face data.
- Integrated **regularised least squares**, **gradient descent** to design models, **confusion matrix** to visualize the results and performance, and **one-hot encoding and k-fold cross validation** to train models.

Personal Projects

Swift, SwiftUI, Python

- Developed various iOS applications such as image editing, informational, classic games, geological and educational
 using XCode; integrated machine learning API using Core ML and accessibility features to generates a seamless
 user experience.
- Designed data analysis and prediction for the stock price of a selected company and analyze customer churn for a telecommunications company in Jupyter; integrated pandas, numpy, sklearn, matplotlib, seaborn, yfinance, statsmodels libraries.

E-Menu (First Year Team Project)

HTML, CSS, JavaScript, SQL

- Cooperated in a team of seven to design recipe web application.
- Co-led and collaborated on front-end and back-end, tracked and maintained version control using Git.

Skills

Programming Languages: Python, Java, C, C++, HTML, CSS, JavaScript, Haskell, Swift, Swift UI, Rust **Speaking Languages (based in CEFR scale):** English- C1, Burmese- B2, Chinese- B1, Japanese- A2