

RESUME

NG QING CHENG
371-A, Jalan Dahlia 6,
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Personal Details

Gender	Male
Marital Status	Single
Nationality	Malaysian
Religion	Buddhist
Date of Birth	24 May 1994

Education

SMK Tinggi St. David, Melaka
Sijil Pelajaran Malaysia (SPM), 2011

SMK Munshi Abdullah, Melaka
Sijil Tinggi Persekolahan Malaysia (STPM), 2013, PNGK 3.25

University of Science Malaysia (USM)
Bachelor of Computer Science (Hons), currently pursuing Network Computing, CGPA 3.81

Activities

Captain, Fencing Club, USM
Member, Computer Science Club, USM

Working Experience

Dec 2013 – June 2014

Customer Care Officer, Sudong Sdn. Bhd.

- Assisted internal customers to process billing related complaints from external customers
- Assisted internal customers to understand the process of back office department
- Assisted external customers to subscribe to available plans and amend their details
- Managed calls from internal customers in need of assistance

Programming Language

C++(main), JAVA, PROLOG, Oracle SQL, HTML

Projects

Android Game App (Arithmetic Game) – JAVA (Android Studio)

- Design the algorithm of the game
- Implement the algorithm

Production System Database – Oracle SQL, JAVA (NetBeans)

- Determine the business rules of the database
- Model the database using Entity Relationship Diagram
- Implement the database SQL Command
- Design the GUI of the JAVA application
- Connects the database with the JAVA application

Apple iOS Multiplayer Session Game App (Dipole) (Part of code provided) – Swift (Xcode)

- Design the algorithm of the game
- Implement the algorithm
- Design the GUI of the app

Blackjack (MacOS Terminal Multiplayer Session) (Part of code provided) – C

- Design the algorithm of the game
- Implement the algorithm

Final Year Project Presentation Scheduling Using Simulated Annealing – JAVA (NetBeans)

- Implement the algorithm of simulated annealing
- Design the penalty point calculator
- Implement the penalty point calculator

USM Traffic Control System (only prototype as this project focus more on the analysis and design part) – JAVA (Android Studio, NetBeans)

- Determine the requirements of the system and do modeling using UML
- Design the architecture and interface of the system
- Implement the prototype of the system

Extra Skills

Fast learner, great team player, adaptable with new environment, self-motivated

Reference

Dr. Wong Li Pei

School of Computer Science

University of Science Malaysia

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