

# WEICHEN TIE

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[weichentie.github.io/Portfolio](https://weichentie.github.io/Portfolio)

## EDUCATION

### University of New South Wales

Sydney, NSW

*B.Sci. Computer Science / B.Eng. Mechatronics Engineering(Hons)*

*February 2020 – August 2025*

- **Computer Science Courses:** Data Structures and Algorithms, OOP, Database Systems, Computer Graphics, Web Applications, C++ , Neural Networks and Deep Learning, Human Computer Interaction, User Interface Design.
- **Mechatronics Courses:** Robotics, Digital Circuit Design, Circuits and Signals, Engineering Design, Linear Systems and Control, Computing Applications in Mechatronic Systems, Engineering Mechanics.
- **Current WAM:** 79.970

## EXPERIENCE

### IT Director

June 2024 – Present

*UNSW – MTRNSoc*

*Sydney, NSW*

- Updated primary website to reflect the current goals of the society.
- Reduced page load speed for home page and events page by 70%.
- Designed and implemented Sumobots website to drive engagement and provide resources to event attendees.
- Communicated and worked extensively with executives to seamlessly deliver websites before deadlines.

### Receptionist

February 2022 – Present

*No Gaps Dental*

*Sydney, NSW*

- Greeted and assisted patients, managed appointments, and maintained records using management software.
- Developed workflows greatly reduced time to task by 30% and improved overall employee satisfaction.
- Saved thousands of dollars by resolving hardware and software issues including payment and autoclave systems.
- Resolved conflicts, addressed patient inquiries, and handled unexpected situations calmly and efficiently.

### Private Computer Science Tutor

April 2022 – November 2023

*Self Employed*

*Sydney, NSW*

- Provided individualised instruction to students of varying skill levels.
- Adapted teaching methods to match individual learning styles.
- Explained complex technical concepts across different languages and paradigms in a clear and concise manner.
- Guided students through debugging exercises and promoted critical thinking skills.
- Evaluated student progress through university assessments and improved grades by an average of 18%.

## PROJECTS

### Portfolio | *Nuxt3, Typescript, GSAP, Tailwind, Github Pages*

January 2024 – April 2024

- Created a personalised portfolio to showcase my projects.
- Deployed to Github pages at [weichentie.github.io/Portfolio](https://weichentie.github.io/Portfolio).

### Unmanned Ground Vehicle | *C++ , PLC, CLP, MatLab*

September 2023 – November 2023

- Devised and implemented PLC logic to control an unmanned ground vehicle, enabling autonomous navigation.
- Implemented heartbeat protocol in C++ to ensure system reliability and fault tolerance.
- Integrated and integrated GNSS and LIDAR data in a multithreaded context in a memory safe manner.
- Alleviated burden from teaching staff by ethically providing guidance to peers for 2 weeks.

### Twitter Sentiment Analysis | *PyTorch, Python, Jupyter Notebook*

May 2023 – August 2023

- Collaborated with a team of 5 postgraduate students to develop a sentiment classifier.
- Performed optimisations through parallelisation on the tokenizer reducing the preprocessing time by 40%.
- Researched and developed a CNN Bi-LSTM sentiment classifiers with a resulting 95% model accuracy.

### Kahoot! Clone | *React, JavaScript, Tailwind, React Query*

February 2023 – April 2023

- Developed a frontend for a Kahoot! clone in React/JavaScript as a team of 2.
- Designed and implemented the user interface with consideration to user experience.

- Implemented client side caching, optimistic updates and cross browser synchronisation to eliminate latency.

#### **Event Management System** | *React, Typescript, Django, PostgreSQL, RDS* September 2022 – November 2022

- Led a team of 5 as the Scrum master to develop a full-stack application for an event management system.
- Developed and led in both the frontend (React/Typescript) and backend(Django, PostgreSQL) teams.
- Coordinated and delegated tasks to team members based on individual strengths.
- Assisted proactively throughout the project and resolved conflicts in a timely manner.
- Set up AWS RDS and Netlify.

#### TECHNICAL SKILLS

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**Languages:** Typescript, JavaScript, Java, Python, PostgreSQL, GLSL, C++ , C# , C.

**Frameworks:** Nextjs, Nuxt3, Svelte Kit, React, Vue, OpenGL, Flask, Django, .Net, Unreal, Unity.

**Others:** Figma, Fusion360, SolidWorks, Autodesk, Jira, Raspberry Pi, Arduino, 3D Printing, PyTorch.

#### INTERPERSONAL SKILLS

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Adaptability, Communication, Collaboration, Leadership, Time Management, Quick Learning

#### COURSE MARKS

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<b>COMP1521</b> – Computer Systems Fundamentals:	85 HD
<b>COMP1531</b> – Software Engineering Fundamentals:	78 DN
<b>COMP2511</b> – O-O Design & Programming:	85 HD
<b>COMP2521</b> – Data Structures and Algorithms :	88 HD
<b>COMP3121</b> – Algorithms & Programming Techniques:	80 DN
<b>COMP3311</b> – Database Systems:	87 HD
<b>COMP3421</b> – Computer Graphics:	92 HD
<b>COMP3511</b> – Human Computer Interaction:	77 DN
<b>COMP3900</b> – Computer Science Project:	78 DN
<b>COMP4511</b> – User Interface Design & Construction:	80 DN
<b>COMP6080</b> – Web Front-End Programming:	96 HD
<b>COMP9444</b> – Neural Networks & Deep Learning:	78 DN

#### AWARDS AND RECOGNITIONS

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**COMP3421 – Computer Graphics:** Top 10 Games Award.