JEAN CHEAH MING SAN

+6016-3254176 | 2jeancheah@gmail.com | Penang, Malaysia

SUMMARY

Motivated 3rd-year Computer Science (Multimedia Computing) student at Universiti Malaysia Sarawak (UNIMAS), passionate about software innovation and exploring the potential of Generative AI in user-centric applications. Experienced in Python, JavaScript, and database-driven web and game projects, with a strong foundation in UI/UX design and software engineering. Demonstrated teamwork and adaptability through hackathons and cross-functional collaboration. Eager to apply problem-solving, creativity, and continuous learning in a GenAI-driven environment.

EDUCATION

Universiti Malaysia Sarawak (UNIMAS)   Kota Samarahan, Sarawak
Bachelor of Computer Science (Multimedia Computing)   Oct 2023 – Dec 2027
- Current CGPA: **3.79 / 4.00 (First Class Honours)**
- **Dean's List** (All Semesters, 2023–2025)
- Grade A in *Database Concepts and Design, Java Programming, UI/UX Design, Human–Computer Interaction, Computer Graphics*
- Relevant Modules: *Data Structures & Algorithms, Operating Systems, Probability & Statistics*

S.M.J.K Chung Hwa Confucian, *Malaysian Higher School Certificate (Sijil Tinggi Persekolahan Malaysia) - STPM(Science)*   Jul 2023

WORK EXPERIENCE

Lab Demonstrator – Database Concepts and Design, *UNIMAS*   Oct 2025 – Dec 2025
- Guided students in SQL query writing, table structure manipulation, and database design using phpMyAdmin.
- Demonstrated transaction management and concurrency control through practical web-based exercises.
- Supported lecturers in evaluating student assignments and clarifying SQL and PHP integration concepts.

Restaurant Server – *Sushi Mentai / KAZE Japanese Restaurant, Penang*   May 2021 – Aug 2023
- Delivered quality customer service and maintained efficiency in fast-paced operations.
- Built teamwork, communication, and interpersonal skills through daily collaboration with staff and customers.

Administrative Assistant – *ASP Medical Group***,** *Penang*   Jun 2021 – Sep 2021
- Managed client records, appointment schedules, and documentation with attention to accuracy and confidentiality.
- Strengthened organizational and multitasking skills in a dynamic administrative environment.

PROJECTS & EXTRACURRICULAR

Farm Quest – NASA Space Apps Challenge (Participation)   Oct 2025
- Developed a Unity-based educational game integrating NASA's Earth observation data (SMAP, GPM) to simulate real-time soil and weather impacts on crops.
- Collaborated via GitHub for version control and asset integration.

FarmPulse – FoSEAL Hackathon (5th Place, Universiti Putra Malaysia)   Jun 2025
- Designed an interactive front-end dashboard for real-time agricultural monitoring using Figma.
- Visualized temperature, soil nutrients, and humidity data with AI-based disease prediction features.

Vehicle Rental Database Application (PHP, MySQL)   Jun 2025
- Developed a CRUD-based rental management system with analytics for customers, vehicles, and transactions.
- Implemented database queries for usage trends and reporting.

Expense Tracking System (C, Python)   Jan – Dec 2024
- Built a terminal-based app to log and analyze user spending patterns.
- Practiced structured data storage and modular programming.

ART Booking App Prototype (Figma)   Dec 2024 – Jun 2025
- Created a database-driven rental management system with CRUD operations and analytical reports for customers, vehicles, and rental data.

Bookstore Management System (C++)   Jun 2024
- Implemented a console-based inventory and sales management system using efficient data structures.

SKILLS & INTERESTS

Languages: C, C#, C++, Python, Java, PHP, SQL, HTML/CSS
Tools & Frameworks: MySQL, OpenGL, Figma, Canva, GitHub
Core Competencies: Database Design, UI/UX Prototyping, Application Development, Object-Oriented Programming, Data Analysis Fundamentals