

## » SUMMARY

Seeking for an iOS engineering new grad full-time position, to further my knowledge of iOS engineering, and contribute to the development of mobile applications through working in a team setting.

I'm an ardently curious person by nature, and I want to continue learning how to think smarter and better from people around me, and be involved in the process of building creative products.

## » EDUCATION

University of  
California, Los  
Angeles (UCLA)

June  
2020

B.A. Political Science  
(Concentration in Political  
Philosophy)

Activities: Creative Labs, UCLA  
Powerlifting

## » SKILLS

**PROFICIENT:** Swift

**FAMILIAR:** C++, C#, Java,  
HTML/CSS, JavaScript, Python, Git

**LANGUAGE:** Malay (Native),  
English (Professional),  
Mandarin (Fluent)

## » WORK EXPERIENCE

UKATON

iOS Software Engineering Intern

Mountain View - Los Angeles

Dec. 2019 to Present

- Collaborated with a team of engineers on a Machine Learning-based iOS application that syncs with a pair of smart shoe insoles.
- Designed and developed a UI component that allows users to perform audio track playback with play, pause, rewind, fast forward, and track progress slider features.
- Implemented posture correction using audio playback distortion, through manipulating audio pan value based on real-time posture prediction using a Machine Learning classifier.

TTYL

UX Design Intern

Marina Del Rey

Sept. 2018 to Dec. 2018

- Researched problem statements, and examined the similarities and differences between visual communication apps to gain abstract understanding of the nature audio communication and the on-boarding process of a communication app.
- Analyzed the potential features using impact-effort matrix to choose to determine prioritized problems to solve.
- Created scripts for various possible scenarios that will require the Snooze features.

## » PROJECTS

COCONUT JELLY

Oct. 2019 to Dec. 2019

- Developed a map-based event-sharing iOS application for micro-ecosystems for users to share events in their community based on geographical proximity.
- Designed an intuitive user flow, and implemented minimally aesthetic user interface components in dark mode for users to view and share events.
- Designed and developed backend application architecture to perform geo-queries, and perform create, read, update, and delete operations for events and images in cloud database.
- Implemented tag feature to enable users to filter relevant events within selected map region in real-time.
- Designed the project logo by transforming and distilling the project vision into visuals.
- Utilized: Swift, Cloud Firestore, Firebase, GeoFire, MapKit, Core Location, CocoaPods, Sketch.

ML+AR

Aug. 2019 to Sept. 2019

- Developed an iOS application that detects user's hand gestures to control animations of augmented reality objects.
- Trained an image classification machine learning model to detect various hand gestures, and integrated the model to detect hand gestures from the camera frame.
- Performed asynchronous image classification, and continuously rendered different model animations based on hand gestures detected.
- Utilized: Swift, CreateML, CoreML, ARKit, SceneKit, Vision, Blender, Vectary.

EMOTICON TWITTER SENTIMENT ANALYSIS

Aug. 2019

- Developed an iOS application that informs the users of the general sentiment of a topic of choice on Twitter using facial expression emoticons.
- Trained a natural language processing machine learning model with labeled example tweets.
- Fetched and parsed the 100 latest tweets on topics keyed in by the user.
- Performed batch predictions and translated total score into emoticons based on different facial expressions that represent the general user sentiments on the topic.
- Utilized: Swift, CocoaPods, Swifter, Twitter Developer APIs, CreateML, CoreML.