Wong Yi Zhen Nicholas

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Summary

As a fresh graduate in March 2024, I bring 1 year of hands-on experience in React along with skills to develop responsive user interfaces while prioritizing user experience. My ability to effectively collaborate in team environments is evident from my participation in hackathons and working experience. I am eager to enhance my expertise and evolve into a Full Stack Developer to contribute to impactful projects.

Education

Monash University Malaysia   Feb 2021 – Nov 2023
Bachelor of Computer Science
- GPA: 3.80

Sunway College   Jan 2020 – Nov 2020
Australian Matriculation (AUSMAT)
- ATAR: 97.95

SMK Subang Utama   Jan 2015 – Dec 2019
Secondary School
- SPM: 8A 1B

Experience

Monash UReview   Jul 2022 – Nov 2023
Full Stack Developer
- Upgrading the codebase from Angular 9 to Angular 14, replacing or updating deprecated packages
- Revamped the admin dashboard and fully utilize the width of the screen to display more graphs using Chakra and React
- Solved a refresh issue which allow users to continue using our website without refreshing by re-activating the refresh token in our database

Plentisoft Sdn Bhd   Nov 2022 – Feb 2023
Web Developer
- Developed static web pages using HTML, Tailwind CSS, and JS
- Stored and displayed data collected with graphs and tables using Express, Angular, Angular Material, and Echarts
- Improved the contextual term algorithm by integrating an alternative library to fall back on

Core Skills
- Technical Skills: Python (Advanced), Java (Advanced), HTML (Intermediate), CSS (Intermediate), TypeScript (Intermediate), SQL (Intermediate), Figma (Intermediate), C (Beginner), Docker, GitHub, TensorFlow
- Framework and Libraries: React, Angular, Redux, Chakra UI, Tailwind CSS, Bootstrap, Express, Django, JavaFX

Hackathons and Coding Competitions

Varsity Hackathon   Mar 2023
Participation Award
- Participated in a 4-day hackathon organized by USM in a team of three, focused on solving various real-world issues such as road accidents, waste management and exposure to career paths
- Designed an innovative waste management platform that employs gamification and a point redemption system, to encourage Malaysians to actively participate in recycling using Figma.
- Figma Prototype: https://www.figma.com/proto/vEvjR8pcu1tjgjnxNSq5Lt/O-Waste?page-id=0%3A1&type=design&node-id=0-1&viewport=296%2C409%2C0.05&scaling=scale-down&starting-point-node-id=1%3A103&show-proto-sidebar=1&mode=design

KL Mini Hack   Feb 2023
2nd place
- Participated in a 1-week long blockchain hackathon organized by ETHKL in a team of four and created an anonymous and secure voting system using zero-knowledge proof while incentivizing users with a Cabbage Coin!
- Developed the Cabbage coin in a smart contract and displayed the value on the dashboard using React, Express, Solidity and Truffle
- GitHub Repo: https://github.com/bonzonic/KL-Mini-Hack

Monash Coding League Sem 1 2022   **Jul 2022**
6th place
- Collaborated with a student to solve complex algorithmic problems and achieved 6th place after three rounds of competitive coding

Shopee Code League   **Apr 2022**
Participation Award
- Joined a 3-hour-long coding competition organized by Shopee Singapore in a team of three

CodeNection   **Dec 2021**
5th place
- Participated 2 rounds of coding competition organized by MMU and achieved 5th place in a team of three

Projects

Nine Man Morris
Developer
- Collaborated with two other students on the development of a Nine Men Morris game using JavaFX
- Implemented interactive components, music, and AI opponents, while following OOP principles and employing design patterns for a well-structured class diagram
- GitHub Repo: https://github.com/bonzonic/nine-man-morris

Hiking Trail Mobile Application
Developer
- Designed a Figma Prototype for a hiking trail mobile application in a team of four, incorporating user preferences and needs by conducting a hiking trail survey with more than 200 respondents
- Created storyboards to visualize the user journey and interactions, leading to the development of a comprehensive hi-fi prototype that enables hikers to find suitable trails based on their preferences.
- Figma Prototype: https://www.figma.com/proto/3VI1k3O020ZJV90VKtgkQP/FIT3175?page-id=216%3A1112&type=design&node-id=400-1950&viewport=533%2C1557%2C0.09&scaling=scale-down&starting-point-node-id=400%3A1950&mode=design

Google Search Frontend
Developer
- Designed and developed a fully functional frontend for Google Search, Google Image Search and Google Advanced Search using HTML, CSS and Bootstrap
- GitHub Page: https://bonzonic.github.io/Google-Frontend/

Extracurricular Activities

Python Workshop   **Mar 2023**
Volunteer
- Taught participants about the basics of Python language and guide them through each programming question

Monash Board Gaming Club   **Feb 2022 – Nov 2022**
President
- Lead a team of 12 committees and mentored them on their responsibilities such as event management and sponsorship negotiation
- Collaborated with 10+ board game cafes to provide special deals to our club members
- Invited Game Masters from SoulMadCafe and Anigames to Monash to introduce different board games to our club members
- Improved Club Instagram insights: +3,900% accounts reached, +264% accounts engaged, +34.4% total followers over 2 months

Monash Board Gaming Club   **Jul 2021 – Nov 2021**
Vice President
- Directed the first board game competition and event of the club with a prize pool of RM 100
- Built connections with clubs from Malaysia and Australia

Hello Coders   **Jul 2021**
Mentor
- Guide new students to use Monash's facilities and built a support system for them through the online semester