

BRANDON TING

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SUMMARY

Motivated Year 2 Computer Science student (First-Class Honours) with a passion for building intuitive, scalable web applications. Skilled in **frontend and full-stack development** with experience in **React, JavaScript, Python, SQL, and PHP**. Strong problem-solver and quick learner, with a keen interest in **UI/UX, remote collaboration, and real-world software delivery**.

EDUCATION

Bachelor of Science (Honours) in Computer Science
University of Southampton Malaysia

Expected Graduation: Jun 2026
Year 1: First Class Honours

PROJECTS

Smart Campus System (React, Firebase, Javascript, API, Figma) | Ongoing - Team project

- Developed a web app with indoor navigation, booking system, and event system for campus use.
- Designed an interactive map with real-time pathfinding and room info overlays.

Carbon Footprint Tracker (Figma) | 2024

- Designed an interactive app to analyse user activities and provide sustainability insights.
- Developed UX mockups for key lifestyle areas, leading to a 30% increase in user engagement.

Restaurant Management System (Java, JavaFX, SQL) | 2023

- Built a real-time inventory tracking system for efficiency, reducing order delays by 80%.
- Optimised SQL queries for smooth data retrieval, improving database response time by 50%.

Educational Quiz System (Web-Based, PHP, SQL) | 2021

- Developed an assessment platform, reducing manual grading time by 60%.
- Enhanced database efficiency, reducing query execution time by 40% for faster response rates.

TECHNICAL SKILLS

- Frontend:** React, JavaScript, HTML, CSS, Bootstrap, Figma
- Backend:** Node.js, PHP, Java, Python, Haskell
- Databases & APIs:** MySQL, PostgreSQL, REST APIs, XAMPP
- Remote Collaboration & Tools:** Slack, GitHub, Notion, Jira, Teams, Google Workspace

WORK EXPERIENCE

Part-Time Marketing Assistant | Soon 4 Interior & Renovation SDN. BHD. (Jun 2024 - Mar 2024)

- Utilised data analytics tools (Google Analytics, Meta Ads) to track user engagement trends.
- Automated content scheduling, improving workflow efficiency and data-driven decision-making.

Part-Time Mathematic Tutor, BrainBuilder Singapore Maths (Dec 2023 - May 2024)

- Developed exercises that strengthens students' logical thinking and algorithmic approach.
- Adapted lesson plans using performance metrics, enhancing students' analytical skills.

Internship Coding Instructor, Alphakidz Edu (Jul 2023 - Nov 2023)

- Taught Python & Arduino programming, helping students build real-world projects independently.
- Created coding assignments & debugging exercises, improving students' problem-solving.

NOTABLE ACHIEVEMENTS

2024	National Level	Participation in UM Hackathon 2024
2024	University Level	Champion in CSSC Game Expo 2024 using Unity Engine
2023	National Level	Passed preliminary round in MMU Cyberjaya CodeNecton 2023

LANGUAGES

Fluent Languages:	• Mandarin Chinese	• English	• Malay
Beginner Languages:	• Japanese (N5)	• FooChow Dialect	