CHEW XIN NING

Selangor, Malaysia · chewxinning16@gmail.com · +60189532004 · linkedin.com/in/xin-ning-chew/ ·
https://github.com/xinning1611

PERSONAL STATEMENT

First Class Honours Computer Science graduate from Monash University Malaysia with a solid foundation in frontend and backend development, database systems, algorithms, and data structures. Passionate about software development and always eager to learn new technologies and tools. Open to new challenges and committed to continuous improvement, I am ready to contribute as a Software Developer and further develop my expertise in the field.

EDUCATION

Monash University Malaysia   *Feb 2022 – Apr 2025*

Bachelor of Computer Science (Specialized in Data Science)

- CGPA: 3.89 of 4.00, WAM 85.56 of 100.00
- Graduated with First Class Honours.
- Recipient of the Monash High Achiever Award for outstanding academic performance.

WORKING EXPERIENCE

Hilti Asia IT Services (HAITS)   *Nov 2024 – Apr 2025*

Software Developer Intern

- Contributed to full-stack feature-based development in large-scale **microservice** codebases using **Agile Scrum** methodology.
- Reduced manual configuration steps by implementing a backend service to allow automated retrieval of enterprise connections from Auth0 **(Java, Spring, JUnit, REST APIs, Bruno API Client)**.
- Revamped and optimized UI interface of internal business application to align with updated business design guidelines, ensuring responsiveness across mobile, tablet, and desktop devices **(Angular, NodeJS, TypeScript, Jest, HTML, SCSS, Material UI, Tailwind)**.
- Collaborated closely with QA Engineers, Business Analysts, and Product Owner throughout the sprint cycle to deliver successful product increments.

TECHNICAL PROJECTS

Event Management Application

Full-stack Development

- Worked collaboratively in a team of 2 to design and implement a Progressive Single-Page Web Application dedicated for managing events across various categories **(Frontend: Angular, JavaScript, TypeScript, HTML, CSS, Bootstrap; Backend: NodeJS, ExpressJS, MongoDB, JSON, Socket.io)**.
- Implemented features using **Google Cloud API**, including English text-to-speech function and translation of English text to other languages.
- Demonstrated proficiency as a full-stack developer, contributing to both frontend and backend systems, which involves building **RESTful APIs** with CRUD operations.

Text-based "Rogue-Like" Game Development – Elden Ring

Java Console-based Game Development

- Worked closely with a team of 3 members to successfully implement core game mechanics **(Java)**.
- Spearheaded the implementation of essential features, including character movement, trading mechanisms, enemies and turn-based combat systems, contributing significantly to the game's overall functionality.
- Closely adhered to **Object-Oriented Design Principles** to improve code efficiency, readability and maintainability.

TECHNICAL SKILLS

Frontend: HTML, CSS/SCSS, JavaScript, TypeScript, Angular, RxJS, Bootstrap, Material UI, Tailwind

Backend: Java, Python, NodeJS, ExpressJS, REST API, Linux

Database, Big Data & Data Engineering: SQL (Oracle, PostgreSQL), NoSQL (MongoDB, Firebase), Apache Kafka, Apache Spark, Database design and modelling

Data Analysis & Data Scraping: R, Tableau, Power BI

DevOps & Cloud: Git, Jira, Amazon Web Services

SPOKEN LANGUAGES

English, Chinese (Mandarin) – able to speak & write formally and informally; Bahasa Melayu (Malay) – conversational.