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Chee Yeong Lim

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Technical Skills

Languages/Scripts: JavaScript, Python, HTML, CSS, C/C++, SQL, Swift, Markdown, Java, Ruby.
Frameworks/Libraries: Bootstrap, Polymer, jQuery, Flask, NodeJS, React, Rails.
Languages: English, Chinese, Cantonese, Simple Malay, Simple Japanese.
Others: Git/GitHub, Graphic Design, 3D Modelling and Animation, Office Tools.

Project Experiences

Github Battle - *https://mighty-coast-63150.herokuapp.com*   *October 2016*

- First React.js web app followed an online tutorial from sites: http://www.reactjsprogram.com
- The app takes two github username for comparison, and give score accordingly.

Pitch Perfect - *https://profiles.udacity.com/u/cylim*   *February 2016*

- An iPhone app that records a conversation, and then makes your voices sound like a Chipmunk or Darth Vader.
- Written in Swift2.1, using AVFoundation to record and playback user voice.

Movie Trailer Website - *github.com/cylim/udacity_fullstack_movies_sites*   *September 2015*

- Single-page, responsive application built with fresh_tomatoes.py from Udacity.
- Using JSON to store the data and parse it to the application.
- User can view some movie poster and trailer.

TABLEAPP Manager - *itunes.apple.com/us/app/tableapp-manager/id991599725*   *July 2015*

- Restaurant Manager can use the app to manage reservations and rest time.
- Make use of open sources libraries and cocoapods to provide better user experiences and improve quality of app.
- Written in Swift and using RESTful APIs to request data from app to the server.

ConnectIn.Events - *itunes.apple.com/us/app/connectin.events/id964161184*   *March 2015*

- Provided better way for participants in events to communicate with other participants.
- Use Parse.com as the database and notification services.
- First time applied the coding skills learned to create useful tool and approved by App Store.

Work Experiences

TABLEAPP Sdn Bhd - *iOS developer*   Kuala Lumpur, Malaysia | *April 2015 - July 2015*

- Collaborated with backend developers and restaurant managers to ensure the usability of the app.
- Designed with open source libraries and Cocoapods to provide better user experiences.
- Developed industry standard iOS application which followed the iOS Human Interfaces Guidelines.

GamePro International Sdn Bhd - *Customer Service*   Penang, Malaysia | *November 2012 - February 2013*

- Provided helps to customer about the products of the company.
- Communicated with engineers to about the improvement of the system based on customer feedback.
- Played all of the company's web games to understand how they worked, in order to provide better services.

Education

Udacity - *Begining iOS Development Nanodegree*   January 2016 - March 2016
University of Wollongong - Bachelor of Computer Science   July 2013 - November 2016

Honors and Activities

- Google Student Ambassador South East Asia   *May 2014 - May 2015*
- Certificate Professional Ethical Hacker(CPEH) - Cert ID: 264300   *November 2014*
- INTech Club - Founder   *March 2014 - August 2014*
- LEO Club - Volunteer   *June 2010 - June 2015*