

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 2016
- 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