

SUMMARY

A fast-learning technical enthusiast all about personal development— from expanding software development skills to managing the self to adapt to and succeed in any environment. Driven by self-motivation and inspired by others' ideas, one who can communicate and work in teams and independently. Self-aware, organised, inquisitive and open-minded, I am someone who can take on challenges, deliver work on time, and inspire through shared passion.

EDUCATION

Queen Mary University of London (Bachelor of Science Hons)

2019-2023

Computer Science with Management (ITMB) with Industrial Experience | Grade averages: 1st yr: 91%, 2nd yr: 83.8%

Nexus International School Putrajaya, Malaysia

2017-2019

International Baccalaureate Diploma (37 points— 7,6, 6 in HL subjects. A*A A A-Levels equivalent)

KEY SKILLS

- **Programming styles:** Procedural, OOP
- **Programming languages:** Java, Python, JavaScript
- **Front-end web development:** HTML5, SCSS, Figma
- **Back-end web development:** PHP, SQL, Craft CMS
- **Frameworks:** Django, Twig
- **Testing:** Screaming Frog, WAVE
- **Tools:** Git (Tower), Visual Paradigm

WORK HISTORY

QMUL Laboratory Teaching Assistant

09/2020 - present

Support student learning and practicals across multiple modules (**Procedural programming, Database Systems, Professional Research and Practice**). Responsibilities include:

- Ensuring students have strong theoretical programming knowledge and know how to apply them in a robust and maintainable manner
- Contributing to students' understanding of SQL query formulation ranging from simple to complex
- Helping students understand relational database fundamentals on its own and under specific user requirements, including normalisation and conversion from entity-relationship models to relational schemas
- Guiding students through step-by-step debugging to teach students independent problem-solving skills
- Marking coursework and using knowledge of module learning outcomes for borderline mark awarding decisions
- Teaching students strong argumentative research skills and how to support them through rich and credible evidence taking into account broader social, economic, and legal contexts

Ten4 Design Web Developer Placement Year

09/2021 - 09/2022

- Adapted to the company's development framework in order to develop, maintain, and collaborate on numerous projects ([Stiff and Trevillion](#), [Bates Alarms](#), [Blippar](#), [DCA Design](#), [National Comedy Awards](#), [Roof East](#), [Gillepsies](#), [Objective Media Group](#), [Charcoal Blue](#), [Studio Fractal](#), [Dust Architecture](#))
- Responsible for the full build of [Stiff and Trevillion](#) and [Bates Alarms](#) websites
- Developed user interfaces and handled events using HTML, SCSS, and Javascript
- Designed and maintained databases using Craft Content Management System
- Responsible for the interaction between front-end and back-end using Twig
- Worked with Figma files when developing websites— had significant exposure to user-friendly and creative interfaces
- Testing of websites including SEO and performance checks
- Used Tower Git for organisation and collaboration
- Suggest different implementation solutions, weighing out pros and cons in meetings with project managers
- Worked closely with directors, project managers, designers, and the development team to build client websites

OTHER PROJECTS

Web Timesheet Application (Software Engineering Project)

04/2021

Co-led a group project involving requirements planning, application design (Requirements analysis, Visual Paradigm: class, use-case and sequence diagrams), and implementation of a timesheet application for FDM group (Git, HTML, CSS, and PHP). Functionalities include login, sign up, logging in weekly timesheet hours, admin-specific timesheet approvals, declines, employee profile views and timesheet filtering.

Eurostar Database Design Project

11/2020

Led a project involving the development of an entity-relationship (ER) model and relational database (normalised in 3NF) based on train service database requirements. Created, fetched and manipulated database using queries of various complexity.

Object-oriented Stock Investment Simulation Program

04/2020

Utilised GUI and OOP principles (polymorphism, inheritance, dynamic binding and abstraction) in Java to build a stock buying platform that changes in price and shows the user their stock portfolio.

ACCOMPLISHMENTS

QMUL Buddy Scheme Mentor

09/2022 - present

- Use interpersonal skills and encouraging attitude to help students navigate university
- Organise meetups to build a welcoming community

Runner-up prizes at Tech Industry Gold Group Competitions

11/2019, 07/2022

Designed prize-winning technical solutions to business scenarios, competing against other UK universities.

QMUL Global Science and Engineering Entrance Scholarship

08/2019

Awarded £3,000 of tuition fees upon entrance to QMUL for distinguishable IB Diploma (A-Level equivalent) results.

HOBBIES

- Visual arts, painting, reading, volleyball, basketball