Edwin Tan

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EXPERIENCE

Shopee — *Games Analyst*

AUG 2020 - PRESENT | KL, MALAYSIA

- Planned game initiatives and events that helped boost Shopee's in-app user engagement by 8.8% during key campaign launches.

- Prepared weekly performance reports, dashboards and presentations for major stakeholders to support strategic decisions.

- Forecasted and track budget plans to ensure that they are utilized in a timely fashion with quality results.

- Collaborated with banks, telcos and major brands to enhance brand awareness and improve shoppers engagement through gamification.

- Streamlined operations within the team by introducing RPA tools to automate repetitive ad hoc tasks.

Accenture — *Technology Analyst*

SEP 2017 - SEP 2018 | KL, Malaysia

- Led the development of e-Bill which aims to digitize Telekom's (Malaysia's Largest Telecommunications Provider) legacy billing system into electronic bills.

- Conducted business requirements analysis with external clients using stakeholder interviews to define scope.

- Simplified a system that allows Telekom users to generate Customer Trouble Tickets (CTT) in Salesforce.

- Facilitated test-driven development for all product enhancements that led to an increase in quality by 11%.

- Practiced an Agile/Scrum approach including sprint planning, daily scrums and sprint reviews.

PROJECTS

Dota Analyst – *An Alexa 'Skill' for eSports fanatics*

- Built an Alexa Skill using Python to provide useful information such as match predictions, team info, schedules and results during the launch of the 2019 Dota 2 Internationals tournament.

- Analyzed and trained over 17,865 worth of professional game matches to predict future game outcomes.

- Implemented using a combination of Amazon's Web Services and deployed on the Amazon Store as a Free to use Skill in Sept 2019.

Pi Wars – *A webapp to monitor and manage results*

- Developed a custom-built management platform for an International Raspberry Pi robotics competition to manage and track tabulation results effectively.

- Designed an easy to use UI using Material Design to ease usage of the app while increasing users productivity overtime.

EDUCATION

University of Sheffield, UK

SEP 2018 - JAN 2020

MSc Software Systems & Internet Technology | Distinction, GPA 75.5

Northumbria University, UK

JAN 2015 - JUL 2016

BEng Electronic Design Engineering | Upper second (2:1)

TOOLS & SKILLS

Programming

Python | Java | JavaScript | HTML + CSS

Web Stack

Node.js | JQuery | React | Django

Analytics

Excel | Jupyter Notebook | Tableau

Cloud & Databases

AWS | OpenNebula | Heroku | MongoDB | MySQL

Others

Git | Trello | Notion | Confluence, Unix commands | Visio | UI Path | Figma | Apps Script

INTERESTS

Gaming | Badminton | Tennis | Chess | Programming | Graphic Design | Sci-fi books | Travelling | Cooking