

# JUN QING LIM

imjunqing@gmail.com • linkedin.com/in/itsjunqing • github.com/itsjunqing • itsjunqing.me

## PROFILE

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A final-year computer science undergraduate student interested in expanding and building the future with new technical skills. Occasionally participate in programming platform to build algorithmic and computational thinking skills - see *HackerRank*.

## TECHNICAL SKILLS AND INTERESTS

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<b>Languages</b>	C, C++, Python, Java, HTML, CSS, JavaScript, Haskell, Bash
<b>Tools</b>	Git, MongoDB, NodeJS, ExpressJS, Linode, Linux, MySQL, Bootstrap, jQuery
<b>Programming</b>	Object-oriented, Functional, Imperative, Shell Programming
<b>Abilities</b>	Algorithms, Data Structures, Operating Systems, Mathematical Proofs, Discrete Mathematics, Continuous Mathematics
<b>Interests</b>	Mathematics, Algorithms, Data Structures, Programming, Formal Languages, Software Development

## EDUCATION

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### Monash University, Malaysia

*July 2018 - Present*

- Candidate for Bachelor of Computer Science
- CGPA: 3.92/4.00 (Australia), CGPA: 3.97/4.00 (Malaysia), WAM: 86 (High Distinction)

### University of Waterloo, Canada

*Jan 2020 - Apr 2020*

- Exchange, Mathematics - Computer Science
- Courses: Hons for Algebra Mathematics, Logic & Computation, Object-Oriented Development
- Average: 91%

### Sunway College, Kuala Lumpur

*Jan 2017 - Dec 2017*

- Western Australia Certificate of Education (WACE)
- ATAR 97.65, top 5% in the world

### USJ 13 Secondary School, Subang Jaya

*Jan 2012 - Nov 2016*

- Malaysian Certificate of Education (SPM)
- Malaysian Grade 7 to Grade 11 Education, 6A+, 2A, 1A-

## WORK EXPERIENCES

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### Research Assistant - Monash University, Malaysia

*June 2020 - Present*

- Project: Automatic grading of English essays
- Funded by *SIT Collaborative Research Seed Grant 2020* and supervised by **Dr Ian K.T.Tan**
- Using Support Vector Machine (SVM) model with a scoring system to automatically grade articles
- Launching final project as a online as a service to further collect data for project improvements
- Tools: Jupyter Notebook, scikit-learn, pandas

- Tutored more than 200 secondary students per week on Mathematics and Science subjects
- Teachings encompass students' ranging from Grade 7 to Grade 11 (Form 1 to Form 5)
- Collaborated with the Math Science teaching team to improve the curriculum of the teachings
- Directed an interactive learning environment through active and constant communication in the classroom

## SIDE PROJECTS

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**Biquadris Game - A tetris-like game***github.com/itsjunqing/biquadris-game*

- A multiplayer tetris-like game built with C++

**HealthConnect - A Health Integration Network***github.com/itsjunqing/health-connection*

- A health integration network prototype aims to assist University of Waterloo students in accessing their health care services in Ontario, Canada
- Aims to integrate hospital, universities and health care provider in a unified system

**sThrive - A simple web chat application***github.com/itsjunqing/sThrive*

- A web chat application with a prototype of integrating with Moodle (an education platform)
- Built with socket.io, Bootstrap
- Gained knowledge in real-time communications between web clients

**TGF - A virtual cloud setup guide***tgfcloud.tk/*

- A web portal built to serve as a guidance on setting up a virtual cloud
- Hosted a virtual cloud server with LAMP stack on a Ubuntu server

**Hearts Game - FIT2102 Project***github.com/itsjunqing/hearts-game*

- A multiplayer hearts (trick-taking) game implemented with a probabilistic AI
- Developed with purely functional language – Haskell and stack ghci

**Asteroids Game - FIT2102 Project***github.com/itsjunqing/asteriods-gameplay*

- An asteroid game built with TypeScript, jQuery, and RxJs Observables
- Implemented using RxJx Observables to allow data stream in a synchronous manner

**RobinHood - A stock prototype***github.com/itsjunqing/robinhood-like*

- An attempt to develop a prototype for Robinhood-like program to raise allowance for students

## OTHER EXPERIENCES

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**DeltaHacks 2020, Hamilton, ON***Jan 2020*

An annual hackathon hosted at McMaster University, Hamilton that primarily focus on enabling hackers from all over to make a change in education, finance, health or any other field.

**StarterHacks 2020, Waterloo, ON***Jan 2020*

Canada's first largest beginner-friendly hackathon that focuses on bringing individuals together of all skill levels to collaborate and learn more about technology while solving various kinds of real world problems.

**Google Developer Group (GDG) Conference, Kuala Lumpur***Dec 2019*

A non-profit independent developer and user group that discuss and share experiences developing applications using Google Developer technologies like Android, Firebase, Angular, Google Cloud Platform and more. It is based in Kuala Lumpur, Malaysia.

**Monash Hackathon, Monash University***Nov 2019*

An education-themed hackathon organized by Monash University Malaysia in collaboration with Mobius Digital to inspire students to utilize technology from public databases to artificial intelligence to innovate on ideas on improving the quality of education.

**Google Cloud Study Jam, Monash University***Nov 2019*

A Google Cloud workshop organized by Developer Student Club – Monash University Malaysia that teaches and mentors students on learning the Google Cloud Platform (GCP) with hands-on experience on GCP Essentials and BigQuery Basics.

**Can You Hack It, Kuala Lumpur***May 2019*

A 24-hours hackathon organized by Hong Leong Bank – a major publicly listed banking group in Malaysia with an objective of revolutionizing the banking industry in Malaysia

**HONORS AND AWARDS**

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- **Monash High Achiever Award** [2018]
- **Top 5% in of Western Australia Certificate of Education** [2017]
- **5th Kangaroo Math Competition Malaysia** [2017] - Distinction
- **Sunway College Special Scholarship** [2017]
- **SPM Best Student Award** [2016]
- **MIA-Sunway TES Accounting Competition** [2016] - First Runner Up, National Level
- **Malaysian National Chemistry Quiz** [2016] - Distinction

**LANGUAGES**

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- English
- Mandarin Chinese
- Malay