



FUNG JIE DENG

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Education

Xiamen University

Bachelor of Engineering in Software Engineering - CGPA: 3.27/4.0

Sep. 2019 – TBD

Sepang, Selangor

Technical Skills

Languages: Python, Java, Kotlin, C, C++, C#, HTML/CSS, XML, ASP.Net, JavaScript, SQL

Developer Tools: VS Code, Eclipse, Netbeans, Android Studio, Anaconda, Google Collab, Unity

Technologies/Frameworks: GitHub

Projects

Blood donation appointment web application [link] | ASP.NET, C#, MySQL

August 2022

- Developed a web-based application for donors to schedule and manage their blood donations efficiently.
- Provided features such as donor registration and profile management, request and appointment scheduling, etc.
- Successfully developed a workable system that proves to provide real-time scheduling and management

Chronic Health Tracking App [link] | Kotlin, XML, Android Studio

April 2022

- Created an Android application using Kotlin and Android Studio to track the daily health status of a chronic health patient.
- Processed live user inputs by utilizing on REST API, that returns on processed data such as the average health stats, and visualization charts
- Fully utilized on XML to create a minimalistic UI for the application in order to allow different scenes to interact with each other.

Vaccination Status Tracking Website [link] | Java, JSP, HTML/CSS, MySQL

September 2021

- Designed a Vaccination web application that simulates the common functions of the Malaysian MySejahtera App.
- Utilized on JSP, HTML/CSS, and Javascript to create a GUI that supports the general functions such as account creation, vaccination scheduling, etc.
- Utilized on Java to handle all the backend functionalities
- Implemented on MySQL to manage and organise the different data received from different users.

2D games and VR games development | C#, Unity

September 2021

- Developed a simple platformer 2D game "Pepe adventure" that consist of several levels, themes, and difficulties [link]
- Developed a 2D rhythm game "Rhythm Knight" that imitates on old school rhythm games such as O2Jam [link]
- Developed a simple mobile VR game "Lazer Mania" that simulates a space battling environment. [link]
- C# is utilized extensively to handle all the scripting and interactions between the game objects

Undefeatable Tic-Tac-Toe AI [link] | C++

September 2020

- Designed and implemented an unbeatable Tic-Tac-Toe AI using advanced minimax algorithm with alpha-beta pruning.
- The AI consistently achieved a win rate of 100% against human players.

Experience

Ober Gatlinburg

April 2019 – September 2019

Theme Park Operator [Student Exchange Programme]

Gatlinburg, Tennessee, USA

- Operate, direct, and explain the use of mechanical riding devices in amusement parks or recreation areas..
- Provide information regarding facilities, rules and regulations
- Proven ability to maintain high standards of safety and guest satisfaction while working in a fast-paced, high-energy environment.

Extracurricular

Volleyball team representative

2016 – 2017

Player

- Took part in a competitive volleyball tournament that competes for the the state's MSSD placement
- Collaborated with coaches and teammates to develop and execute strategies for success on the court