Joshua Zheng Jin Lee

Penang, Malaysia | joshua0219lee@gmail.com | www.linkedin.com/in/joshua-lee-61a0771b7

WORK EXPERIENCE

IT Intern │ Bizlink Technology (S.E.A) Sdn. Bhd.   10/2025 – 1/2026

- Design and develop workflow automation tools, data processing extensions, and custom web applications using AppSheet and Google Apps Script.
- Key Projects:
  - **Company Car Booking System**: Developed an internal web app for vehicle management, enabling staff to submit car booking requests and HR to handle approvals digitally.
  - **Dynamic Checklist Web App**: Architected a scalable app that builds forms dynamically based on Google Sheet data, allowing users to modify checklists without changing the source code.
  - **KPI Data Automation**: Wrote scripts to extract and integrate data from 7 different data sources into a single dashboard for tracking weekly technician performance.
  - **Inventory Search Engine**: Built a complete Test Jig Inventory system with custom search logic to simplify the retrieval of detailed information for specific mating parts.

Parttime Tutor │ Build A Genius Sdn. Bhd.   9/2024 – 1/2026

- Teach basic programming concepts in Scratch and Python to children aged 6-16 via 1-on-1 sessions on Zoom and Google Meet.

PROJECTS

Fishing Hub One – Fishing Pond Management System (Freelance)   01/2026 – 03/2026

- Developed a GUI application for managing fishing pond operations with check-in/checkout, POS, shift tracking, and reporting features.
- Tech Stack: Python 3, CustomTkinter, SQLite, ReportLab

Byte Sticker – Custom Sticker Design Platform (Final Year Project)   10/2024 – 12/2024

- Developed a web-based social media sticker customisation tool that allows users to design personalised stickers through intuitive image editing and text processing functions.
- Component-based Vue.js structure with separate logic for cropping, background removal, and text rendering.
- Technologies: Vue.js, JavaScript, HTML5, CSS3, Cropper.js, Remove.bg API, Canvas API.

Journey Cat (Game Development Competition)   12/2022 - 01/2023

- Designed and assisted in developing a 2D hyper-casual platformer rhythm game using Unity 2D and C#.
- Designed the game UI and art to successfully complete the game within one month.
- Won 4th place in Penang Youth Digital Talent Game Development Competition 2022.

EDUCATION

University Tunku Abdul Rahman (Utar)   2022 - 2026
Bachelor of Computer Science (Honours)
- CGPA: 2.7032/4.00

University Tunku Abdul Rahman (Utar)   2021 - 2022
Foundation in Science
- CGPA: 3.0008/4.00

SMK Jalan Damai   2015 - 2021
SPM
- 5A, 3B, 1C, 1D

TECHNICAL SKILL

- Python | HTML | JavaScript | CSS | SQL | Node.js | Vue.js
- Visual Studio Code | Antigravity | Github | UTM | SQLite | Supabase | Android Studio

LANGUAGES

- Chinese | English | Bahasa Melayu