

Contact

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Skills

Problem Solving Skill

Creative Thinking Skill

Leadership Skill

Java, C

HTML, CSS, Java Script

PHP, SQL

Achievements

2023

Nottingham Dean's Excellence Award 2022/2023 (Y2)

Nottingham Dean's Excellence Award 2021/2022 (Y1)

Nottingham Dean's Excellence Award 2020/2021 (Foundation)

2020

Web Design Best Project Award (IEEE CTSoc)

2019

Foundation High Achievers Scholarship

Kelly Tan Kai Ling

Computer Science Student

As a final year computer science student, I am driven by a passion for web design and software development, constantly seeking to expand my knowledge and skills in these fields. With a keen eye for detail and a creative mindset, I thrive on bringing innovative ideas to life through intuitive user interfaces and robust software solutions. Eager to contribute to cutting-edge projects and collaborate with like-minded professionals, I am committed to delivering high-quality results that exceed expectations.

Education

09/2021 - present

BSc (Hons) Computer Science with Artificial Intelligence

University of Nottingham Malaysia Campus

Result: 79% (First-Class Honors)

Relevant modules: Machine Learning, Computer Vision, Mobile Device Programming, Software Engineering, Human Computer Interaction (HCI), Professional Ethics in Computing

04/2020 - 04/2021

Foundation in Science

University of Nottingham Malaysia Campus

Result: 85% (First-Class Honors)

Relevant modules: Fundamentals of Programming, Fundamentals of Computing, Internet

Programming, Biology, Chemistry, Mathematics, Introduction to Psychology

01/2015 - 11/2019

Sijil Pelajaran Malaysia (SPM)

SMK Convent Bukit Nanas

Result: 7A+, 3A, 1B+

Relevant modules: Additional Math, Biology, Chemistry, Physics, Account, Chinese

Working Experience

Q 05/2023 - 09/2023

Intern - Software Engineer

Guidewire | Bangsar South

- · Actively contributed to the development of new features using Gosu and Java, enhancing the functionality and capabilities of our software.
- Took part in quality assurance by writing Gosu GUnit tests, built upon Java JUnit, to test every new function, ensuring the reliability of our codebase.
- Conducted comprehensive UI testing using GT-UI, which is based on cucumber.js and TestCafe, guaranteeing a seamless user experience.
- Deployed new features into the testing environment using TeamCity, contributing to the continuous integration and delivery pipeline of our projects.
- 06/2022 09/2022

Intern - Frontend Web Developer

Fusionex Group | Petaling Jaya

- Designed and developed user interfaces with JavaScript frameworks, HTML, and CSS
- Translated designs and wireframes into high-quality code using HTML, CSS, Knockout.js, and Vue.js
- · Updated documentation on product UI guideline
- 11/2019 08/2022

Part Time - Art Teacher

Genio Art Cheras | Cheras, KL

- Teach art and craft to kids aged 3 12 years old
- Art craft training for beginner and intermediate level



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Languages

Mandarin

Native: ● ● ● ● ●

English

Advance: ● ● ● ● ●

Malay

• Intermediate: ● ● ● ●

French

Elementary: ● ● ● ● ●

References

- Dr. Doreen Sim Ying Ying (Tutor) Assistant Professor School of Computer Science Faculty of Science and Engineering University of Nottingham Malaysia Email: <u>doreen.sim@nottingham.edu.my</u>
- Dr. El Ioini Nabil (Lecturer) Associate Professor School of Computer Science Faculty of Science and Engineering University of Nottingham Malaysia Email: elioini.nabil@nottingham.edu.my
- David Chui (Internship Manager) Engineering Manager Guidewire Software Email: dchui@guidewire.com

Projects

ArtMind: Art Analysis Tool for Creativity

Final Year Project

- · Conceptualized and developed ArtMind, a web-based tool for analyzing user drawings using the Torrance Test of Creative Thinking- Figural.
- Integrated YOLOv8 machine learning model for precise drawing element detection.
- · Conducted user evaluations to evaluate the system's reliability and acceptability following the AI-TAM framework.
- Produced a comprehensive project dissertation documenting the process and findings.

ArtMind: Art Analysis Tool for Mental Health

Mobile Device Programming

- Designed and implemented an Android app for mental health analysis through art.
- Leveraged Firebase for efficient data management and synchronization.
- Executed thorough testing using JUnit and AndroidJUnit frameworks.
- Prepared a detailed project report highlighting features and implications of the app.

Authoring System

Software Engineering Group Project- Group Leader

- Led a team of 3 members in the development of a web-based authoring platform, coordinating meetings and delegating tasks to ensure project success.
- Developed a website using PHP, HTML, CSS, JavaScript, and MySQL for versatile content creation and management.
- Conducted Jest unit testing to ensure robustness and reliability of the website.
- Compiled a comprehensive report detailing project objectives, methodologies, testings, and outcomes.

2048 Game

Software Maintenance

- Managed maintenance and enhancements for the popular 2048 Game in JavaFX.
- Implemented corrective, preventive, and perfective maintenance as well as introduced new features and designs to enhance user engagement.
- Conducted thorough JUnit testing to maintain game integrity and performance.

Extra Curricular Activities

03/2024

Open Day 2024

Computer Science Student Ambassadors

- · Introduced visitors to various computer science projects, providing insightful overviews and answering questions.
- Collaborated with fellow ambassadors to coordinate event logistics.

09/2022 - 05/2023

Archery Club

Coach Committee

- · Provide archery training sessions for the members weekly
- Design and organize archery activities for events

04/2022 - 09/2022

Virtual Web Design Summer Camp 2022

Team Lead | Computer Science School Experience Team

- Organized 3 days online web design workshop for 100+ secondary school students
- Managed team of 15 members, assigning tasks to set expectations for each goal

07/2021 - 08/2021

"Share The Future" Project

Local Virtual Volunteer | AIESEC UNMC

- Participated in the project which works in regard to Sustainable Development Goal 3
- Designed and conducted online sessions and self-made videos for Myanmar-Chin youths.