

SKILLS

- Programming: Java, Python, PHP, JavaScript, C, SQL, MIPS
- Technical: Data structure and algorithms, machine learning, object-oriented programming, Git, HTML, CSS

EXPERIENCE

**Demonstrator**

Queen Mary University of London, London

Aug 2024 - Present

- Assisting the learning process and wellbeing of first year university students in the faculty of Electrical Engineering and Computer Science
- Supervising module ESC401U procedural programming completed in Java through correcting student work and answering student queries regarding the module
- Understand the skills of working as a teaching staff by teaching students the fundamental concepts of procedural programming under a specific style guide

PERSONAL PROJECTS

**Machine learning**

London | Jun 2024

- Taught myself fundamental concepts of machine learning from Kaggle courses such as supervised learning algorithms, model validation and evaluation methods, dataset cleaning and ensemble methods.
- Used learned knowledge to create model for various applications such as: spam filtering, temperature prediction

**Personal portfolio & blog website**

London | Jan 2024

- Dynamic website to showcase myself and achievements
- Blog section to create and view blog entries
- Website contains login feature to restrict access of blog entries
- HTML and CSS to create the front-end of the website
- JavaScript to manage the dynamic functionalities of the website
- PHP to store session cookies and linking connection to SQL database to store blog entries, username and password

**Task manager application**

Hong Kong | May 2023

- Task managing system in a form of a to-do list style
- User creates a task, specifying the characteristics of the tasks (urgency, time to complete due date etc.)
- Used a pomodoro system to complete tasks
- Created in Python with Tkinter UI library

EDUCATION

**BSC Computer Science and Artificial Intelligence**

Queen Mary University of London | London, United Kingdom

Sept 2023 - June 2026

- Member of university's Computer Science Society
- **Taught modules:** Data structures and Algorithms, Logic and Discrete Structures, Object-Oriented Programming, Introduction to AI, Robotics, Probability and Matrices, Automata and Formal Languages. Computer Systems and Networks, Operating Systems
- Grade average of 85%, on track for 1<sup>st</sup> honors

ACTIVITIES

**CIS x Ideas Hackathon 2022**

- Hackathon with over 50 groups of participants working on the theme of education
- Worked in a group of 3 to produce an educational website to assist learners with learning disabilities and pitched the idea through a 5-minute speech
- Reached semifinal qualifying round