CHEE YEW LIM

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SKILLS

React | TypeScript | JavaScript | HTML | CSS | Node.js | Java | C++ | OpenGL | SQL | MongoDB | Git

EXPERIENCE

Quality Assurance Analyst Intern Sep. 2018 - Aug. 2019
Clevest | Vancouver, BC

- Wrote and maintained test cases with **C#**, **Selenium**, and **SpecFlow**
- Automated QA environment setup using **Rake** and **Ruby**, saving time and effort for future deployment
- Identified issues by performing sanity and smoke test, and worked alongside developers to troubleshoot issues

Finance Intern June 2017 - June 2017
Farringdon Group | Kuala Lumpur, Malaysia

- One-month internship with Farringdon Group which specializes in financial management
- Shortened time to acquire financial data using **Java** and Google Finance API

PROJECT

Travel Bucket List Website | trecipe-app.herokuapp.com May 2020 - Aug. 2020

- Created a full-stack web application in a team of 4 using **TypeScript**, **React**, **Node.js**, and **MongoDB**
- Designed and developed responsive front-end components in **HTML/SCSS**
- Implemented stateless user authentication with JSON web token, allowing users to sign in and manage their bucket list
- Integrated Google API to display maps and retrieve destinations

Database Management Application Jan. 2020 - May 2020

- Developed a **Java** application that allows user to view, update, and delete records on a **SQL** database through the graphical user interface
- Designed and implemented the database schema, the schema is normalized to reduce data redundancy

Language Extension Sep. 2019 - Dec. 2019

- Collaborated in a group of 5 to extend **Markdown** with macro to increase efficiency and readability
    - Macro enabled saving certain section of Markdown as a template, and let the user reuse them later
- Created a parser in the language preprocessor to expand the macro in the Markdown text

Capture the Flag Game | capturethecastle.itch.io/capture-the-castle Sep. 2019 - Dec. 2019

- Built a two-player game in **C++** and **OpenGL** where players navigate through a maze and capture their opponent's flag
- Implemented tile map and particle system to render a maze and particles
- Optimized the game's performance resulting in lower memory usage and loading time
- Won 2nd place at the final industry juried cross-play session

EDUCATION

University of British Columbia | Bachelor of Science in Computer Science | 4th year Jan. 2016 - Current