

# Lee Chu Yem

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## About me

A vibrant software developer who is dedicated and ready to learn new skills (whether technical or social). Always positive and provides constructive feedbacks when working in teams. Welcomes critiques and reflects on them for improvement.

## Employment / Volunteer

### Unity2D Developer

#### Merri Health | Coburg

May 2019 -  
Dec 2019

- Built a 2D educational game about food for kids aged 6 to 9 in Unity
- Enabled Merri Health to gather information from its users in order to engage kids and their eating habits
- Directly interacts and consults with clients via emails and meetings
- Working collaboratively with another student and a trainer
- Tracking progress using Azure DevOps and Agile methodologies.

Link to the project: <https://leechuyem.github.io/moosh-game/>

### Teacher Assistant

#### Swinburne PAVE | Hawthorn

Jan 2019 -  
Feb 2019

- Assisted HTML/CSS, JavaScript and C# in Certificate IV of IT classes
- Attended to students' questions and gave them feedbacks on their progress
- Explained various programming concepts to students

### Front End Developer

#### Summer Tech Live | Hawthorn

Dec 2018 -  
Mar 2019

- Built an interactive map-centric web application in React. Learnt how to use React
- Interacted and consulted with the client to ensure that the application met with the project's requirements
- Worked closely with another student to come up with a solution to the problem

Link to the project: <http://my-school-remembers.azurewebsites.net/>

### Teacher Assistant

#### PRACE | Thomas Town Library

Sept 2018 -  
Nov 2018

- Assisted a Microsoft Office class that was aimed towards senior students
- Helped students with any difficulties they had with Word or Excel and gave them feedbacks on their work

## Projects

### NBA Win/Lose Prediction

- Built a web application that utilise Azure Machine Learning to predict the result of an upcoming NBA game
- Integrated Azure Machine Learning into Angular web app
- Worked as a team with other 4 students to create a solution and design the prototype
- Led weekly sprint-planning

Link to the project: <https://nbaa-angular.herokuapp.com/>

### Dog Guide Handlers Australia Mobile App

- Built a mobile app targeted towards vision impaired individuals where they can rate venues such as restaurant, café, hotels etc
- Consulted with the client to gather information for the project
- Worked with 4 other students where we assigned each task according to our own specialty
- Led weekly retrospectives where each of us give feedbacks on individual's progress and the overall team process.

## Education

### Diploma Software Development **2019**

Swinburne – Hawthorn Campus

### CERT IV of IT (Programming) **2018**

Swinburne – Hawthorn Campus

### Year 12 **2016**

Keysborough Secondary College

## Skills

### Programming Languages

C#, Dart, HTML, CSS, JavaScript, TypeScript, SQL

### Framework

Angular CLI, Flutter, .NET core, Express JS

### Management

Agile Development, Azure DevOps, Kanban Board

## Reference upon request