MAH YING QI
Software Engineer

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Experiences

Beam Mobility **Sep 2024 - Present**
Software Engineer
- Responsible for the development and maintenance of Beam's product, including mobile application, administration dashboard and backend microservices.
- Involved in the development of open API integration with local and foreign digital wallet team
- Implemented a subscription upsell system which generated a 10% increase in revenue for subscription service.
- Involved in test planning, execution and DevOps pipeline.

Huawei Technologies **Nov 2023-Jan 2024**
Software Engineer Internship
- Automated multiple business processes, reducing 90% of human error and time needed in different tasks.
- Communicated with clients from other countries to improve their business processes.
- Involved in frontend and backend API development of company intranet.

GlobeOss Sdn Bhd **Nov 2022-Feb 2023**
Software Engineer Internship
- Developed geospatial dashboards using CARTO for React.JS to visualise business data across Malaysia.
- Prepared detailed documentation for the project and presented it to the team including the manager and COO.

Education

Monash University Malaysia **2021-Present**
Bachelor of Computer Science (Honours) Grade: **3.9 CGPA**
- Recipient of Graduate Research Pathway Scholarship and Monash Higher Achiever Scholarship
- Participated in Shopee Code League, Monash Coding League, and MDashHack hackathon as a team leader.

HELP Academy **2020-2021**
Cambridge A-Level Grade: **3A*1A**
- Recipient of A-level scholarship

Projects

Multimodal Sentiment Analysis Research Project
A research thesis about multimodal sentiment analysis using deep learning techniques.
- Utilized **LDA** to speed up the process of exploratory literature review.
- Created a sarcasm detection model with 80% accuracy, and used audio, visual, and text features for prediction.

Laptop Recommender System
A full stack laptop recommender system based on Reddit posts.
- **Technical lead** of the project team, leading 2 other teammates in technical implementation.
- Utilised machine learning techniques and natural language processing to process laptop reviews from Reddit.

Data Visualisation Project
Visualisation of statistics collected from Kaggle.
- Created a dashboard with Vega-lite to show the world happiness statistics from 2015 to 2019. link
- Created a Tableau dashboard visualising aspects of Melbourne real estate from January 2016 to March 2018. link

RateThisUni.com
A university review website built within a month using HTML, CSS, PHP, and MYSQL.
- Reached **20000+ views** and gathered **500 reviews** in 2 months, optimised SEO for better search result

Game Development
Developed 3 games using object-oriented concepts with Java and TypeScript with a team
- Developed a card-based game named "Fiery Dragon" using Java and JavaFX
- Developed a rogue-like game named "Elden Ring" using Java
- Developed a full Tetris game using Typescript.

Skills

Language:	Python, R, SQL, Java, TypeScript, JavaScript, C, HTML, CSS, Dart, Kotlin, Go
Tools:	PyTorch, OpenCV, scikit-learn, Tableau, Git, MongoDB
Others:	AI, Machine Learning, Deep Learning, Natural Language Processing, Computer Vision