

# NEVILLE NG

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## Seeking a Spring 2020 Software Engineering/ Game Dev Full Time Opportunity

**LinkedIn:** [linkedin.com/in/nevillenzf](https://www.linkedin.com/in/nevillenzf)

**GitHub:** [github.com/nevillenzf](https://github.com/nevillenzf)

**Portfolio:** [nevng.com](https://nevng.com)

### >LANGUAGES AND TECHNOLOGIES

**Proficient:** Java, C, Javascript, HTML5, CSS, Python, C#, Git, Photoshop, Blender, Tensorflow - Keras

**Exposure:** React-Native, React-js, Illustrator, Unity3D, d3.js, Flask, Celery, AWS, Swift, SQL, C++, Redux, Docker

**Human Languages:** English, Malay, Mandarin, Cantonese (Conversational), French (Conversational)

### >EDUCATION

**B.S. in Computer Science**, *University of Wisconsin-Madison* GPA: 3.16

December 2019

- Human Computer Interaction, Data Structures, Artificial Intelligence, Algorithms, Databases, Operating Systems

### >PROFESSIONAL EXPERIENCE

**Buildout Inc | Software Engineering Intern | Chicago, IL, U.S.A.**

June 2019 - August 2019

- Implemented Tensorflow through the Keras Python framework to create an Image Recognition Machine Learning model that had a 98% accuracy when predicting 98% of the time.
- Deployed a Flask server in production through AWS ECS that hosts the trained model and makes predictions based on received images via Celery and Sidekiq cron jobs.
- Developed a native Image Editor app within the Buildout app using Fabric js, React and Ruby on Rails that lives within Bootstrap 3 Modal to allow for in-app image enhancement/ editing.
- Developed a solid understanding of Amazon Cloud Service, Docker, Git, Agile(Scrum) and their role in the workflow of a software engineer.

**iDynamics Sdn Bhd | Software Support Executive | Seremban, Malaysia**

July 2016 - December 2016

- Supported 8-12 customers daily with issues on SAGE and Autocount related Softwares through Teamspeak using 4 languages.
- Learned how to utilize and solve software related issues in accounting software (SAGE 50 and AutoCount).

### >PROJECT WORK

**VisualEyes | Lead Creative Officer | [github.com/dannysj/visualeyes](https://github.com/dannysj/visualeyes)**

July 2018

*Delivering Information Interactively through the world of Augmented Reality and Computer Vision.*

- Founded a startup that aimed to provide information interactively via an Augmented Reality based app.
- Designed the UI/ UX of the app and implemented the Front-End Design through Swift.
- Developed an Image Recognition System using FLANN that compares incoming client Images with a database of stored images to determine matching Murals.

**Zuck | Team Developer | <https://github.com/nevillenzf/zuck-shelf>**

April 2019

*Human Computer Interaction UX Project that focuses on incorporating technology to reduce waste.*

- Designed software architecture that allows serialized communication between the Raspberry Pi and Arduino.
- Used C++ to implement Arduino serial communication with the Raspberry pi, to read inputs from the pressure sensors and output responses to motors and the LED lights.

### >LEADERSHIP EXPERIENCE & AWARDS

**Kennedy-Lugar Scholarship**, *United States Department of State*

2014

- Fully-Funded High School Exchange Program to New York aimed at bridging the gap between the U.S. and countries with high Muslim populations.
- Spent 50+ hours doing volunteer work through presentations to educate the American public on Islam.

**Taylor's High Achiever Scholarship**, *Taylor's University*

2015

- Received MYR25,000 (~\$6,500) due to outstanding academic standing and extracurricular activities.