

## Seeking a Summer/Fall 2020 Software Engineering Full Time Opportunity

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**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)

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### >LANGUAGES AND TECHNOLOGIES

**Proficient:** Java, Javascript, HTML5, CSS, Python, React-js, Redux, C#, Git, Photoshop, Blender

**Exposure:** React-Native, Fabric.js, Unity3D, d3.js, Flask, Celery, AWS, Swift, SQL, C++, Docker, Tensorflow - Keras

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

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### >EDUCATION

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

May 2020

- Human Computer Interaction, Data Structures, Artificial Intelligence, Algorithms, Databases, Operating Systems, Software Engineering
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### >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.

**Wisconsin Computational Intelligence Lab | Front End Developer | Madison, WI, U.S.A.**

October 2019 - Present

- Developing a Graphical User Interface tool for Hardware Component visualization through React.js and Fabric.js.
  - Designed and integrated React DnD and Redux alongside React.js and hosted the beta application on Heroku.
  - Crafted a robust documentation of the entire process and application for future further development.
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### >PROJECT WORK

**Cadence | Full Stack Engineer | <https://github.com/nklabjan/Music-Chatroom>**

October 2019 - Ongoing

*Software Engineering Project that aims to recreate the togetherness of listening to music.*

- Designed and implemented the overall software architecture with Express.js, React.js and PostgreSQL.
- Integrated Spotify's API and Socket.io to allow for synced music within the browser.
- Designed and implemented the overall UI/UX design of the application with Bootstrap & FontAwesome.

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

June - August 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.
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### >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.