

Yi Ming Tan

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About Me

- **Technical Skills:** Java · Python · JavaScript · C · Unix/Linux
- **Technologies:** jQuery · MySQL · mongoDB · sqlite3 · NodeJS · ExpressJS · ASP.NET · Git · javaFX · HTML · CSS
- **Tools:** Jira · Confluence · BitBucket · Trello · Visual Paradigm
- **Interests:** Chess · Guitar · Cycling · Rock Climbing · Fitness · Reading

Experience

Neptrix IT Solutions

Penang, Malaysia

SOFTWARE ENGINEER INTERN - FRONT-END DEVELOPMENT TEAM

May, 2020 - Aug, 2020

- Orchestrated the front-end development of the beta version of the MES ERP system application using ASP.NET framework
- Worked on migration of Bootstrap 3 to Bootstrap 4
- Led design and implementation of a new informative dashboard page, statistical charts and reports, announcement board, shortcuts tab by creating API endpoints, to create a minimum viable product, which all have been highly requested by 60% of our clients
- Utilized JavaScript libraries (Chart.js, jQuery), and AJAX
- Attended meetings with clients for requirements elicitation

Education

Munster Technological University

Cork, Ireland

BACHELOR OF SCIENCE (HONOURS) IN SOFTWARE DEVELOPMENT

Sep. 2019 - Present

- Cumulative Average: 91%
- Core Modules: OOP, Web Development, Database Design, Data Structures and Algorithms, Discrete Maths
- Curricular Activities: Website Manager of EnactusCIT.com

Competitions & Projects

Valentine's Day Hackathon

Feb 2021

- Participated in this Valentine's Day themed hackathon hosted by MTU Cork on Hackerrank
- Scored 92% and ranked 3rd overall, won cash prizes

Google Hashcode 2020

Jan 2020

- Developed quantitative strategies and applied them during the competition against undergraduates and graduates from universities around the globe
- My teammates and I, managed to obtain 14,406,625 points. This put our group in second place in MTU

The Lee Fields Medal Maths Competition

Oct 2019

- Participated in this competition hosted by MTU Cork
- Scored 86% and ranked 2nd overall and Best First Year, won cash prizes

Maze Puzzle

Jan. 2021 - Jan. 2021

- A self generating maze puzzle, using Kruskal's Algorithm. Maze board is created via canvas
- Technologies involved: HTML, CSS, JS
- <https://notyiming.github.io/Maze-Puzzles/>

Pokemon Game

Dec. 2019 - Jan.2020

- Very first personal project that is completed during semester break.
- The logic of this game is very similar to Rock Paper Scissors
- Technologies involved: HTML, CSS, JS
- <https://notyiming.github.io/Pokemon-Battle/>