Chee Yung Peh

✉ cheeyung.peh@gmail.com   in https://www.linkedin.com/in/peh-chee-yung-1228231b0/

📞+60 182927870   ◯ https://github.com/pehcy

EDUCATION

UNIVERSITI TUNKU ABDUL RAHMAN

BS (Hons) Applied Mathematics with Computing
Oct 2020 | Selangor Sg Long, MY
Universiti Tunku Abdul Rahman

HIGH SCHOOL

Chong Hwa Independent High School
Dec 2016 | Kuala Lumpur, MY

SKILLS

INTERPERSONAL SKILLS

• Problem-solving
• Team Management

SOFTWARE ENGINEERING

Not restricted to any specific languages, understand the underlying implementation

Deep Learning and AI
• Familiar with PyTorch 2.0 and Tensorflow for deep learning.
• Training Self-Attention transformers model for LLM
• Transfer learning with 🤗 pretrained language model, such as BERT, T5
• Software Development Life Cycle

Web Framework
Node.JS • ReactJS • GatsbyJS • Hugo• Flask • Laravel • Eleventy • SolidJS

Data Science and Visualization
Python • R • SAS • Julia Matlab • Mathematica • Excel • Jupyter Notebook • Observable Notebook

Languages and Tools:
Android Studio • C/C++ • Java • Rust ES6 • HTML • CSS • Haskell • Docker • Ruby • Go • PHP • Git • GraphQL • Markdown • LaTeX • MongoDB • TypeScript • TailwindCSS • Unity Engine 3D • Windows Installer XML Toolset • gRPC • SQL • DBeaver • Powershell

OS
Windows 10/11 • WSL2 • Ubuntu Linux • Red Hat Linux • Manjaro Linux

EXPERIENCE

INFOVISTA | Software Engineer

Nov 2021 - Sept 2024 | Kuala Lumpur, MY

• Maintaining and enhancing performance for several TEMS network measurement tools: TWAMP, IPerf, gOTT IntAct Server. Which I also build installers for Ubuntu/RHEL linux and Windows 10.
• Support automated testing on latest social media APKs: youtube, TikTok, X, etc. with UIAutomator2, protobuf, and Android Studio Java.
• Research and developed encoding algorithm by converting random hex values into PNG format images for ODM Supplementary action.
• Expand the features and options for TEMS TCCBased, and provide users better option on TEMS script designer.
• Proficient in Linux systemd services and root privileges. Support team members on Linux development.
• Familiar with Scrums and Sprint planning for crucial user stories.

APPXPLORE (ICANDY) | Full-Stack Software Engineer

Jan 2021 - Oct 2021 | Kuala Lumpur, MY

• Developed backend internal tools for ClawStars mobile game.
• Developing plugins for Unity Engine 3D.
• Built data pipeline for games metrics with MongoDB, designed A/B test models for games advertising.

SPASSOLAB | Software Engineer, Tech Lead (Intern)

Oct 2019 – Jan 2020 | Kuala Lumpur, MY

Project 1: MyCoin.bz, Cryptocurrency e-wallet
• Developed Android Application for cryptocurrency e-wallet. Enhanced UI design for both web based app and Android Apps.
• Training large language transformers model for language translation.

Project 2: Scandasky.com, Flight Booking System
• Applied operation research to optimize ticket overselling problem and help to build and design the real time seats booking system
• Setup automated mailer system, data visualizing dashboard for backend with D3.js.
• Reviewed team members codes, guiding the team as tech lead to deliver tasks on time.

AWARDS

2020	MDEC-Intel	MDEC-Intel Artificial Intelligent Academy
2017	Pearson LCCI	Level 2 certificate in Bookkeeping and Accounts
2016	Malaysia	Honorable Mention, Kangaroo Mathematics Competition
2016	MY Book of RECORD	5th Place, Federal Territories Drawing Competition

PERSONAL PROJECTS

• GitHub Portfolio with GatsbyJS, GraphQL and TypeScript
• Binoculars – Algorithmic Trading Bot
• Elmo LLM – Homebrew GPT models with Pytorch