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

SKILLS

INTERPERSONAL SKILLS
• Problem-solving
• Team Management

SOFTWARE ENGINEERING
Not restricted to any specific languages, understand the underlying implementation

Deep Learning and AI
• Tensorflow • PyTorch • 🤗 • Reinforcement Learning • MCP • langgraph • smolagents • ChatGPT

Web Framework
Node.JS • ReactJS • GatsbyJS • Hugo• Flask • Laravel • Eleventy • SolidJS • Vue • AstroJS • 11ty • TailwindCSS

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 • Markdown • LaTeX • TypeScript • Unity Engine 3D • Windows Installer XML Toolset • C# .NET • Powershell

Database and APIs
GraphQL • Supabase • MongoDB • SQLite • DBeaver • gRPC • RabbitMQ

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

EXPERIENCE

PERSISTENT SYSTEMS | Software Engineer
Oct 2024 - Now | Kuala Lumpur
- Collaborate with Infovista Sweden team to maintain and add new features to core products.
- Research on OCR text extraction for UIAutomator automated testing.

INFOVISTA | Software Engineer
Nov 2021 - Sep 2024 | Kuala Lumpur

- Maintaining and add new features for several network measurement products for network performance benchmarking.
- 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.
- Support team members on Linux development. Migrate .NET services to compatible Linux.

APPXPLORE (ICANDY) | Full-Stack Software Engineer
Jan 2021 - Oct 2021 | Kuala Lumpur

- Developed backend dashboard for ClawStars mobile game.
- Creating in-game light effects, animation and game logics using Unity Engine.
- Built data pipeline for games metrics with MongoDB, designed A/B test for games advertising.

SPASSOLAB | Software Engineer, Tech Lead (Intern)
Oct 2019 – Jan 2020 | Kuala Lumpur

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.
- Fine-tuning LLM for multiple 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

Year		
2025	Huggingface Agents course	Certificate of Excellence
2020	MDEC-Intel	MDEC-Intel Artificial Intelligent Academy
2017	Pearson LCCI	Level 2 certificate in Bookkeeping and Accounts
2016	Australia, Kangaroo Mathematics	Honorable Mention
2016	MY Book of RECORD	5th Place, Federal Territories Drawing Competition