

# VIVIAN QUEK JIA YI

Melaka, Malaysia • (+60)11-1096-7982 • jyquek32@gmail.com • [In](#)  
<https://qjy02.github.io/vispiv/projects.html>



## SUMMARY

I am a software engineer with one year plus of experience in full-stack development, where I've worked on various projects from simple web pages to a complete retail system. I'm passionate about web and software development, software testing, data analysis and artificial intelligence, and I enjoy turning ideas into clean and practical solutions.

## WORK EXPERIENCE

### Panda Software House Sdn. Bhd. (Melaka, Malaysia)

Mar 2024 - Dec 2025

#### Software Engineer (Backend)

- Developed RESTful APIs using Python Django Rest Framework for the Sublet Rental Management System to manage tenant agreements, billing, and financial records
- Handle E-Invoicing Portal System to support tax entity management, retailer onboarding, and B2B transactions
- Designed and implemented APIs for the Rebate Income Management System (RIMS) to handle trading agreements, claims, rebates, and financial summaries
- Worked closely with multiple departments to handle client support tickets and system change requests
- Managed data synchronization across multiple systems (backend portals, invoicing, and accounting platforms)

### Moabi PLT (Melaka, Malaysia)

May 2022 – Aug 2022

#### Frontend Web Developer Intern

- Developed responsive and user-friendly UI components for the MakanHere POS food ordering app using the Angular framework
- Conducted research and implementation of Storybook (Angular Framework) for isolated UI component development, testing, and documentation
- Collaborated with UI/UX team on small projects to ensure consistent UI/UX across the application
- Supported front-end development tasks focused on simple, usable and responsive designs

### CUCC FIST MMU (Melaka, Malaysia)

Mar 2020 – Jun 2020

#### Game Development Research Intern

- Developed a Voice Recognition Maze Game for Telekom Malaysia's 2020 Game Campaign using HTML, CSS, and JavaScript
- Implemented voice-controlled gameplay, interactive storylines with multiple endings, and chatbot integration
- Designed and integrated virtual characters (TM-Kun & Unifi-Chan) for user engagement
- Collaborated remotely in a 2-person development team during the COVID-19 period
- Created UI/UX banners and interactive prototypes using Figma and Mockflow

## SKILLS

### Programming & Frameworks:

Python (Django REST, FastAPI), JavaScript (Angular, React, Vue, Quasar, Vite), TypeScript, Java (Oracle, IntelliJ Idea), C, C++ (Codeblocks), PHP, HTML, CSS, Tailwind CSS

### Databases & APIs:

MySQL, MSSQL (Microsoft SQL Server), REST APIs, Postman

### UI/UX & Design Tools:

Figma, Storybook, Canva, Mockflow, Draw.io

### Development & DevOps Tools:

Git, GitHub, Jira, Linux (Ubuntu), WinSCP, PuTTY, ngrok

Languages: English, Bahasa Melayu, Chinese, Hokkien

Certificates: Gemini Faculty Cert, Gemini Certified Educator Level 1 Cert, HCIA-AI Cert, Asean DSE Cert

## EDUCATION

### Bachelor of Computer Science (Hons.) in Artificial Intelligence

Aug 2021 - Oct 2023

*Multimedia University Melaka*

- CGPA: 3.90
- MUET Band 4
- Huawei HCIA-AI Certificate

### Diploma in Information Technology

Apr 2019 - Jul 2021

*Multimedia University Melaka*

- CGPA: 3.98
- 

## PROJECTS

### SoFo – Online Music Library & Social Music Platform

*Diploma Final Year Project (Application-Based)*

- Designed and developed a community-based online music library system using PHP, Vanilla HTML, CSS, and JavaScript
- Built social features inspired by platforms like Watch2Gether to enable shared music experiences
- Implemented modules for songwriting collaboration, song publishing, and music management
- Developed features for users to discover, stream, and interact with music together

### Customer Churn Prediction Using Attribute Selection & Support Vector Machines

*Degree Final Year Project (Research-Based)*

- Researched customer churn prediction using feature selection and SVM
- Conducted data preprocessing, feature engineering, and model evaluation
- Gained hands-on experience in machine learning and predictive analytics
- Published two research papers on churn prediction methodologies
  - Paper 1: [Customer Churn Prediction through Attribute Selection Analysis and Support Vector Machine](#)
  - Paper 2: [Predicting churn with filter-based techniques and deep learning](#)

### Vispiv Collectives

*Personal Mini Web Applications*

- Developed a collection of mini web applications or tools using Vanilla HTML, CSS, and JavaScript

Github Repository Link: <https://github.com/qjy02/vispiv/>

Github Demo Link: <https://qjy02.github.io/vispiv/>

### Vipo Playground

*Personal Mini Web Playground*

- Developed a collection of mini web applications or tools using JSX, Tailwind CSS, and ReactJS

Github Repository Link: <https://github.com/qjy02/react/>

Github Demo Link: <https://qjy02.github.io/react/>

---

## EXTRA CURRICULAR INVOLVEMENT

- Awarded Second Prize at the Young Scientist Challenge 2018 in Taylor University for a team project generating electricity via a bicycle to charge mobile phones
- Participated in an international pen-pal exchange program with peers from different countries, e.g. Austria, Finland, Kenya, Sri Lanka, Korea, and etc. enhancing global awareness and communication skills
- Obtained Huawei HCIA - AI certification, strengthening foundational knowledge in artificial intelligence
- Presented research findings at the CITIC DIFCON Conference 2023, gaining experience in academic presentation and research communication