

BEH JUEEN HAO KELVIN

+65 89280687 | behjueenhaokelvin@gmail.com

<https://www.linkedin.com/in/behjueenhaokelvin> | <https://github.com/qwer1234abc>

EDUCATION

Ngee Ann Polytechnic, Singapore

Diploma in Information Technology, April 2025 CGPA: 3.87

- Coursework: Computing Mathematics, Cyber Security Fundamentals, Design Principles, Data Science Fundamentals, Fundamentals for IT Professionals I, Programming I, Interactive Development, Operating Systems & Networking Fundamentals, Programming II, Databases, Advanced Statistics, Fundamentals for IT Professionals II, Object-Oriented Analysis & Design, Web Application Development, Game Production, Data Structures & Algorithms, Calculus
- Clubs/Activities: AISIG (Special Interest Group for Artificial Intelligence), Board Games Club

SKILLS

Programming/Scripting Languages: Python, C#, C++, C, JavaScript, SQL

Frameworks/Libraries/Tools: Pandas, NumPy, scikit-learn, Bootstrap, jQuery, TensorFlow, PyTorch, Git

Others: Data Structure & Algorithms, Object-oriented Programming, API, Databases, Software Design Patterns, Agile, Microsoft Office, Teamwork, Mathematics, Critical Thinking

AWARDS

Director's List Level 1 April Semester Academic Year 2022/2023

Awarded by Ngee Ann Polytechnic, School of ICT

- Given to top 10% of cohort of Information Technology for academic performance.

Director's List Level 1 October Semester Academic Year 2022/2023

Awarded by Ngee Ann Polytechnic, School of ICT

- Given to top 10% of cohort of Information Technology for academic performance.

Best Performance in Interactive Development Level 1 October Semester Academic Year 2022/2023

Awarded by Ngee Ann Polytechnic, School of ICT

- Given to the best performer for a module.

Best Performance in Databases Level 1 October Semester Academic Year 2022/2023

Awarded by Ngee Ann Polytechnic, School of ICT

- Given to the best performer for a module.

PROJECTS

Desperate Defenders

- Developed a tower defense game in Python where players strategically place defender units to protect a city from advancing monsters over multiple lanes.

Hotel Guest Management System

- Developed a console application in C# utilizing OOP concepts to manage hotel guests by implementing features like guest registration, room allocation, and automated billing.

Star Trekkers

- Developed an interactive web application focused on frontend by utilizing HTML, CSS, JavaScript, Restful APIs & APIs, and jQuery to create a sci-fi themed platform featuring games, social features, shop, and leaderboard to provide an immersive experience for users.

NP Courier Service Management System

- Developed a web application focused on backend, using mainly C# and ASP.NET to digitize parcel processing for an express courier company, implementing features like parcel tracking, delivery assignment, and administrative functions.

Food Ordering System

- Developed a C++ console application implementing data structures and algorithms to digitize and streamline the food ordering process for restaurants, providing features for customers to order and track food and for the restaurant to process orders efficiently.

Flix Odyssey

- Developed a 2D platformer game using GameMaker Studio 2, gaining experience in game design, asset integration, coding enemy behaviors and mechanics, audio implementation, and creating an immersive player experience.