# MATTHEW YONG

## Masters of Electrical Engineering Student | University of Melbourne

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## SUMMARY

Currently a Masters of Electrical Engineering student at the University of Melbourne with a passion for building software programs and electronics. I am an avid self learner and have developed many projects in both classes and as my hobby. The type of technologies used in my projects range from Web Applications or Mobile Applications to Electronic Embedded Systems or Arduino.

## WORK EXPERIENCE

### Research Assistant

*UNIVERSITY OF MELBOURNE*
*JAN 2018 – FEB 2018*

- Worked on improving parts of a robotic rehabilitation device for patients with upper limb injury.
- Creating new prototype parts using SolidWorks, a 3D Computer Aided Design program.
- Applied detailed mechanical design techniques and testing throughout prototype development.

### myBurgerlab

*PART TIME STAFF*
*MARCH 2015 – JUNE 2015*

- Dealing with customer issues or complaints.
- Communicating with other kitchen staff during service.
- Expediting dishes before being served.
- Kitchen tasks such as frying and assembling.

## ACADEMIC BACKGROUND

### University of Melbourne
*Masters of Engineering (Electrical)*

*JAN 2018 – FEB 2018*

- Relevant Coursework:
  - Cluster and Cloud Computing.
  - Analogue and Digital System Design.
  - Signal Processing, Control Systems and Probability.
- Member of Melbourne University Electrical Engineering Club.

### University of Melbourne
*Bachelor of Science – Bioengineering Systems*

*JULY 2015 – JUNE 2018*

- Relevant Coursework:
  - Data Structures and Algorithms.
  - Basic electronic and digital design.
  - Biosystems Design.
- Represented Melbourne's University's Ultimate team.
- Sub committee of the Melbourne University Overseas Christian Fellowship.

## SKILL SET

Languages: C, C++, JavaScript, Java, Python, Bash.
Tools: Git, Ansible, Docker, NodeJs, ExpressJs, ReactNative
Engineering: MATLAB, Altium, SolidWorks, Verilog

## PROJECT WORK

https://github.com/relientm96

### Online Code Editor

*DEC 2018 – FEB 2019*

C++ based  C online web editor and compiler.

- Built on POCO C++ Libraries and CodeMirror.
- HTML, CSS, Javascript and Bootstrap for front end design
- Hosted on a Windows EC2 Amazon cloud instance.
- Understood web application deployment and REST protocols.

### Tweet Analysis Cloud Application

*APR 2019 – MAY 2019*

Cloud based web application to analyse large twitter data.

- Handled automation deployment of the application using Ansible, Docker and Bash Scripting.
- Gained experience in Linux based operating systems.
- Collaborated in a team of five using Git and ZenHub.
- Understanding development of real-time web applications.

### Embedded Game Console

*AUG 2018 – OCT 2018*

An electronic game console embedded system. Printed circuit board designed on Altium Designer and programmed in C.

- Built on an ATMEGA-16 Microcontroller.
- Consisted of SPI, PWM and ADC modules.
- Picked up electronic soldering and PCB design.
- Applied engineering debugging techniques in both software and hardware.

### Social Media Mobile Application

*DEC 2018 – FEB 2019*

React Native based mobile application for small bible study groups

- Built on React Native and data storage on Firebase.
- Exposure to mobile application development.

## REFERENCES

Justin Fong, University of Melbourne
Research Supervisor
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