

Matthew Yong

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21, Jalan Bukit Desa 3, Taman Bukit Desa

Summary

- Studying a Masters of Electrical Engineering at the University of Melbourne.
- Comfortable and Competent with the C/C++ programming language.
- Worked on a range of technological projects from electronics to software in my spare time.
- Huge interest in learning technological skills and tools used in industry.
- Plays Ultimate Frisbee competitively and represented state and university.

Education

University of Melbourne

Master's Degree

Melbourne, Victoria

Enrolled July 2018

Member of: Melbourne University Electrical Engineering Club, Melbourne University Ultimate Club

University of Melbourne

Bachelor of Science- Bio-engineering Systems Major

Melbourne, Victoria

Graduated July 2018

Weighted Average Mark: 71.6%.

Member of: Melbourne University Ultimate Club, Melbourne University Overseas Christian Fellowship.

Employment History

University of Melbourne

Research Assistant

Parkville, Victoria

January 2018 – February 2018

- Developed mechanical parts for a Biomedical Robotic Arm used in limb rehabilitation.
- Applied Computer Aided Design design techniques using SolidWorks.
- Obtained experience in research methodology, independent learning and communication.

myBurgerLab

Staff

Petaling Jaya, Selangor

March 2015 – June 2015

- Gained experience in customer service and hospitality skills.
- Picked up skills in multi-tasking and adaptability.

Project Experience

- **Gaming Console Embedded System**
Created an embedded handheld gaming console system designed on Altium and programmed on AVR Studio. Gained experience in PCB design, soldering and micro-controller programming.
GitHub link: <https://github.com/relientm96/gameconsole>
- **Android Social Media Application**
Created an android application for a group of friends to organize events and communicate with one another. Gained experience in android development and basic SQL knowledge.
- **Field Programmable Array Calculator**
Programmed a simple reverse polish notation calculator (add and multiply operations) on a simple CPU programmed in the FPGA through Verilog. Obtained knowledge in Verilog Programming and CPU architecture.
- **Java based Arcade Game**
Developed a Java based arcade game with object oriented principles. Gained experience in object oriented principles and Java. Github link: <https://github.com/relientm96/ShadowBlocks>
- **Spell Checking Algorithm**
Programmed a Spell-Checking Algorithm for text documents using the C language.

Professional Skills

C++: Intermediate
C Programming Language: Intermediate
Matlab: Intermediate
Java: Intermediate
Verilog: Intermediate
Solidworks: Intermediate
Altium: Intermediate
Git: Intermediate
Node Js: Beginner
Rest Web Services: Beginner
SQL: Beginner

Languages

English : Fluent
Malay Language : Conversational

References

Professor Denny Oetomo
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