SONG WANG YE
Fresh Graduate

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EDUCATION

Bachelor of Computer Science with Honours (Network Computing)

Universiti Malaysia Sarawak

Oct 2019 - Aug 2023 (Ongoing)

CGPA 3.65 (Current)

SKILLS

- System Administration and Management
- Programming languages: C, C++, C#, SQL, Java, Python, Dart, PHP, HTML, CSS, and JavaScript.
- Web-Based System Development
- Software Development (Android Studio, Visual Studio Code, Dart)
- Firebase and Firestore
- HMS Toolkits
- Testing and Log Issue
- Server Monitoring (NetData Cloud)

LANGUAGES

- ENGLISH (MUET BAND 4)
- MANDARIN (NATIVE)
- MALAY (INTERMEDIATE)

ACHIEVEMENT

- DEAN LIST (SEM 1, 3, 4, 5, 7)
- SIJIL HADIAH CEMERLANG: SPM STRAIGHT A'S AWARD (2016)

PARTICIPATION

- 2023 WORKSHOP (UNIMAS): INTRODUCTION TO GAME DEVELOPMENT USING UNITY
- 2020 (UNIMAS): KEMPEN KESEDARAN PANDEMIC COVID-19 (GLOBAL VOLUNTEER LEADERSHIP) | AJK

ABOUT ME

Aspiring IT professional, soon to be graduating with a Bachelor of Computer Science with Honours (Network Computing), seeking a challenging role in the IT industry. With extensive experience from university projects and internships, my goal is to use my skills in network administration, software development, and web-based system development to contribute to the success of a progressive organization.

WORK EXPERIENCE

Software Testing Trainee (Intern)   28/02/2022 - 28/09/2022
Sarawak Information System Sdn Bhd (SAINS) I Kota Samarahan

- Collaborated with the team to identify and retest software issues.
- Assisted in creating test plans and reports for software products.
- Gained experience in various testing methodologies including manual testing.

IT PROJECT EXPERIENCE

Final Year Project (Individual)   2023
Universiti Malaysia Sarawak (UNIMAS)

- Developed a student course registration coordination system using Flutter framework with Dart language (front-end), Firestore (back-end), and JavaScript with Firebase cloud function (back-end) in Visual Studio Code.
- Connected physical android device to personal computer for debugging purpose using Android Studio.
- Conducted user testing to discover errors and debugged errors.
- Wrote a full FYP report with guidance of FYP supervisor.
- Developed a mobile application with chat system and ticketing system.

Huawei Training Course Project (Team)   17/10/2021
HMS Foundation Course

- Developed a bird shooting game using Android Studio and published it in AppGallery.
- Utilized HMS toolkits in the development process and integrated them into the project.
- Conducted testing to discover errors and optimize usability, and debugged errors.
- Promoted the gaming application through a well-crafted article in Huawei forum.

Web-Based System Development Course Project (Team)   2021
Universiti Malaysia Sarawak (UNIMAS)

- Collaborated with team members to create a faculty room booking and management system.
- Carried out front-end and back-end development tasks for both public and internal websites.
- Conducted tests to discover errors and optimize usability.

REFERENCES

AP Dr Tan Chong Eng (FYP Supervisor)
Faculty of Computer Science and Information Technology

Universiti Malaysia Sarawak (UNIMAS)

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