Contact

📞 017-715-7098

✉ sengweihan130@gmail.com

📍 12, Jalan Keindahan 30,
Taman Skudai Indah 2, Johor

🔗 www.linkedin.com/in/seng-wei-han-733409209

https://github.com/sengweihan

Education

OCT 2020-JUNE 2023
- **Bachelor of Computer Science (Advanced Computer Science)**
Monash University, Malaysia Campus, Subang Jaya
CGPA: 3.609, WAM: 77.575

AUG 2018-NOV 2019
- **Cambridge A-levels**
Taylor's University, Lakeside Campus, Subang Jaya
Grades:Mathematics (A), Chemistry (A), Physics (B)

Skills

- **Programming Languages:** Java, Python, JavaScript, C
- **Web Development:** HTML, CSS JavaScript(ES6+), React
- **Database:** SQL
- **Version Control:** Git
- **Frameworks:** Spring Boot

Language

- **English - Professional Proficiency**
- **Malay - Professional Proficiency**
- **Chinese - Native**

SENG WEI HAN

Recent computer science graduate with a solid academic foundation and passion for software development. Committed to continuous learning and staying up-to-date with emerging technologies. I am eager to kick-start my career as a junior front-end developer, leveraging my technical skills and passion for coding to contribute to cutting-edge projects and make a meaningful contribution to the software industry.

EXPERIENCES

NOV 2022-FEB 2023
Deloitte Consulting Malaysia, Taman Tun Dr. Ismail
Technology Intern - Systems Engineering
- Transforming systems and technology through collaborative design, development, integration, and testing to achieve business and technical objectives.
- Deliver comprehensive technical analysis, support, and guidance aligned with Enterprise policies and standards.
- Collaborated with project teams throughout various SDLC phases to develop IT solutions that prioritize results and drive business success.
- Conduct thorough problem assessments and diagnoses, pinpointing the underlying causes of technical problems and providing expert recommendations for effective solutions.

PROJECTS

Mario Game
- Collaborated with a team of 2 to develop a text-based rogue game inspired by the Mario franchise using Java.
- Contributed to the implementation of a new map layout, obstacles, hidden paths, and new enemy characters to give players a fresh and immersive experience.
- Implemented a dynamic in-game store system that allows players to buy weapons, power-ups, and other enhancements using in-game currency earned through gameplay achievements.

Space Invaders Game
- Designed and implemented the game architecture using Functional Reactive Programming (FRP) principles, ensuring a reactive and composable approach to handle the game logic and event streams.
- Utilized RxJS Observable streams and TypeScript to manage animation, user input, and game state, resulting in a highly responsive and interactive gameplay experience.
- Developed the player-controlled ship, enabling smooth movement across the screen and precise shooting mechanics to target and destroy enemy spaceships.
- Integrated collision detection algorithms to handle interactions between the player's ship, bullets, and enemy spaceships, enhancing the game's realism and challenge.