

HAN XHENG CHEW

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Education

University of Toronto (2025): Computer Science and Economics @ St George

- International Scholar's Award: 100,000 CAD
- Relevant coursework: Foundations of Computer Science I/II, Calculus with Proofs, Microeconomics, Macroeconomics, Software Design

Skills

Proficient: Python, HTML/CSS, C#, Unity

Familiar: JavaScript, C++, Java, React, Figma, Android Studio, Adobe Photoshop & Illustrator

Personal Projects

Portfolio-2022: Completely responsive personal website. (shaaaaaame.github.io)

- Designed on Figma. Each page designed separately as individual frames for easy transition to code structure.
- Built using React, JavaScript, HTML & CSS. Animations implemented using framer-motion and react-transition-group libraries to create professional appeal.

Untitled: 2D story-based platformer game with hand drawn pixel art.

- Built using Unity in C#. Structured using observer design pattern for readability and organisation of scripts.
- Pixel art drawn in Aseprite. Incorporated pixel art techniques (e.g sub-pixel animation, anti-aliasing, dithering) and strict colour palettes to create atmosphere according to storyline.

PhysSim: a simulation of physics experiments such as Galperin's Billiards and Rutherford's Gold Foil experiment.

- Built using Python with pygame for visualisation and pymunk for physics calculations.
- Tested and compared results to theory by comparing predicted results with simulation.

Leadership Experience

Head Prefect, 2020

- Promoted and supported charities by organising school-wide events to raise awareness and encourage donations to the needy by simplifying the donation process.
- Acted as intermediary between SLT (Secondary Leadership Team) and the student body to solve issues based on student feedback, including sanitary and administrative issues.

Volunteer Experience

TzuChi Foundation, 2019-2021

- Promoted environmental protection practices to raise awareness on consumption of unrecyclable waste.
- Frequently participated in clean-ups, waste-sorting, etc to provide a clean and inviting environment for pedestrians.

Awards

Competitive programming: Malaysian Coding Challenge: Gold, World Computing Challenge: Gold

Oxbridge Academic Exploration Competition: 1st place

- Researched and wrote paper on energy efficiency in software engineering, specifically on energy-consuming code of certain processes in the mobile application life cycle.
- Proposed a model to identify energy bugs in software to minimise energy wastage. Model built based on common trends of energy wastage in applications.