HAN XHENG CHEW

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Education

University of Toronto (2026'): Computer Science and Economics @ St George
Garden International School Kuala Lumpur (2022'): 4A* in A-Level Computer Science, Physics, Mathematics and Further Mathematics

Projects

Portfolio-2022: Responsive personal website. (shaaaaame.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.
- Hosted on GitHub pages.

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

- Built using Unity in C#. Structured using observer design pattern so that object states are separate and have their own sub-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.

Dog/Cat predictor: Machine learning webapp that predicts whether an image is of a dog or a cat. (predictor-app-ml.herokuapp.com)

- Works by first training a model. Image is compared against the model, which then outputs the most likely class.
- Built using Flask, PyTorch, Python, HTML & CSS in a small team.
- Hosted on Heroku.

Leadership Experience

Head Prefect, 2020

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

Volleyball Captain, 2019

- Minimised internal conflicts through team-building activities and one-on-one conversations, resulting in stronger team chemistry and performance in competition.
- Planned and communicated effective strategies with team to increase chances of winning.

Skills

Python, JavaScript, HTML & CSS, C#, C++, Java, React, Figma, Unity, Android Studio, Adobe Photoshop & Illustrator, Aseprite

Awards

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.

Malaysian Coding Challenge: Gold
World Computing Challenge: Gold

Interests

Mobile, Game and App Development, Pixel Art, Volleyball, Piano, Music