

Tan Swee Yang

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Education

Universiti Tunku Abdul Rahman

May 2020 - Current

Bachelor Of Science (Honours) Software Engineering

- **Latest GPA:** 3.34/4
- **Coursework:** Artificial Intelligence, Probability and Statistics, Digital Image Processing, Object Oriented Programming, Web Application Development, Data Structures, Database System Fundamentals
- **Awards:** Academic Improvement List

Skills

Languages: Java, Python, C#, C++, PHP, JavaScript

Technologies: JUnit, Mockito, Git, Maven

Tools: IntelliJ, PyCharm, Jupyter, Eclipse, Visual Studio Code, Visual Studio, Unity

Experience

Trainee | Yokogawa Kontrol Malaysia

Oct 2023 - Jan 2024

Performed self-directed learning on C#, Rest API, and .NET framework and assisted in installing software according to documentations.

- Developed an industry level BuberBreakfast API following REST API architecture, guided by a course created by a Microsoft developer.
- **Acquired foundational knowledge in API development using C# and gained insights into the architecture of REST API.**

Projects

Human-in-the-loop RL for Emotion Recognition

Jan 2023 - Jan 2024

Publication

Introduced TS-QL-HF that enhanced the accuracy of a facial emotion recognition system by integrating human feedback as a refined reward function into q-learning.

- TS-QL-HF does not need an extensive dataset to include minority populations, ensuring fairness and avoiding discrimination.
- **TS-QL-HF achieved the accuracy of 99% while improving the convergence rate of its predecessor without requiring any new data.**

I'm not a robot | Java Discord Bot

May 2022 - Jan 2023

GitHub | Bot Invite Link

Developed, tested, documented, and hosted a Discord bot with functions such as translation, dictionary, and currency conversion using Java, Maven, Git, JUnit, Javadoc, and DisCloud.

- Applied layered architecture, design patterns, clean code, and object-oriented concepts.
- Applied test-driven development with unit testing and integration testing using JUnit.
- **Resulted in a thoroughly tested codebase with clean code and solid architecture.**

Invasion | Unity C# 2D Game

May 2022 - Sept 2022

GitHub

Developed a 2D shooter game with 4 levels with complete user interface.

- Led the development team by distributing tasks, setting deadlines, setting file and code structure, and responsible for developing the user interface and utility classes.
- Applied 1 design pattern (singleton), clean code and object-oriented concepts.
- **Resulted in a codebase with organized and clean code.**