Victor Kang Kai Sheng

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Currently looking for job opportunities. Available from April 2023 onwards.

EDUCATION

09/2019 – Present	**Bachelor's Degree of Software Engineering Multimedia**

- National University of Malaysia (UKM)
- CGPA: 3.91

TECHNICAL SKILLS

- HTML, CSS, PHP
- JavaScript
- React JS
- Express JS
- Node JS

- Flutter & Dart
- Firebase
- MongoDB
- Python
- Agile

- Figma
- GitHub
- Adobe Photoshop
- Unity (C#)

WORK EXPERIENCES

MLOps Engineer, Intern	**Jabil GBC Penang**	**Sep 2022 – Jan 2023**

- Developed a python Optical Character Recognition (OCR) program to read information from the value-added tax (VAT) invoices.
- Researched on several image labeling tools to understand their use cases and to figure out how to use the tools.
- Researched on AWS services such as S3 Bucket and SageMaker GroundTruth.
- Documented each project I involved and research findings by using Azure DevOps Wiki.

KEY PROJECT: Worked with data scientists to develop a python OCR program, resulting in automation on doing record on Value-Added Tax (VAT) invoices.

ACADEMIC PROJECTS

GitHub: github.com/victorkang516   Portfolio: victorkangportfolio.netlify.app

Sep 2021 – Jul 2022	**Interior Design AR Room,** Final Year Project (2 semester)

- Developed a mobile AR app with collaborative feature for interior design by using Unity Engine (C#).
- Designed user interface and prototyping with Figma.
- Bulit AR with Unity's AR Foundation
- Built collaborative feature with Unity Photon Pun 2.
- Documented requirements, design, and result in the thesis with Microsoft Word.

Mar 2022 – Jul 2022	**Plague Doctor,** Game Development Project

- Developed a desktop 3D game with Unity Engine (C#).
- Modeled map terrain with using Blender.

Sep 2020 – Feb 2022	**UWU Shopping Site,** Software Engineering Course (3 semester)

- Built a shopping website with live video streaming feature by using MERN JavaScript stack (MongoDB, React JS, Express JS and Node JS) and WebRTC.
- Designed user interface and prototyping with Figma.
- Practiced Agile methodology.

Sep 2021 – Feb 2022	**Easy Report,** Information Technology and Entrepreneurship Course

- Learned design thinking.
- Prototype with Flutterflow and Flutter & Dart.

PERSONAL PROJECTS

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01/2023 – Present	**Enhancement on Park@Perak,** for practice purposes

- Redesigned app UIUX and prototyping with Figma.
- Develop the app using Flutter & Dart.

CERTIFICATIONS

April 2022	**Foundations of User Experience (UX) Design,** Coursera | Google