

Xin Yan Lim

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First-class Computer Science MEng student at the University of Bristol specializing in software engineering and deep learning.

Education

University of Bristol, MEng Computer Science

Sept 2022 – June 2026

- Predicted: First Class Honours
- Recipient of the University's prestigious **Think Big Scholarship**. Participated in the *Think Big Development Program*, providing guidance and inspiration beyond academics.

INTI International College Penang, A-Levels

Apr 2021 – June 2022

Mathematics (A*), Further Maths (A*), Chemistry (A*), Physics (A*)

Projects

DrugWise

June 2025 – Sept 2025

- Winner of the Aegis Professor Undergraduate Competition (APUC): Awarded £5000.
- Built a cross-platform **web and mobile application** providing accessible, evidence-based information on drug interactions, food interactions, and counterfeit medicine.
- Technologies: React, TypeScript, Supabase, Firebase Auth/Firestore, PostgreSQL

3D Game Team Project

Jan 2025 – April 2025

- Developed a **3D action game** in a team using **Unity** for game mechanics and **Blender** for 3D modeling.
- Implemented AI enemy behavior using **Behaviour Graphs**, allowing multiple AI enemies to communicate and interact dynamically.
- Technologies: Unity (C#), Blender, Behavior Graphs

Medic Recall Web App

Sept 2023 – May 2024

- Enhanced the **UI/UX design** of the web app, improving navigation, readability and usability for medical students preparing for exams.
- Technologies: Firebase, Flutter, Dart

GameJam Projects

2022–2024

- Developed **2D games** using **Unity (C#)**, focusing on gameplay mechanics, UI/UX, and game physics.
- Collaborated with team members using GitHub for version control and team-based development.
- Won the **Best Visual Award**, awarded £100 for one of the games.

Additional Experience

Peer Mentor, University of Bristol

Apr 2025 – Present

- Provided 1-on-1 guidance and signposted first year students to academic and wellbeing services to aid university transition.
- Collaborated with the Peer Support Team to address concerns while maintaining professional boundaries and confidentiality.

Software Developer Intern, University of Bristol

May 2025 – Aug 2025

- Worked on **low-light video enhancement**, applying recursive deep learning methods that combine the current frame with the previous frame as reference to improve temporal stability and brightness consistency.
- Conducted large-scale training on HPC clusters, contributing to advances in **state-of-the-art video restoration**.

Software Engineering Intern, Keysight Technologies Malaysia

June 2024 – Sept 2024

- Automated the creation of driver folders based on order data, streamlining the workflow using **WinForms (.NET)**, **C#** and **SQL**, reducing manual work by **80-90%**.
- Developed a web tool allowing test engineers to verify the latest software version, improving efficiency.
- Conducted practical testing on PCs and SIM cards, gaining real-world industrial exposure.

Skills

- **Programming Languages:** C, C++, C#, Python, JavaScript, Dart, TypeScript, Java, Haskell, GoLang.
- **Technologies and Frameworks:** Unity, Blender, Firebase, Flutter, React, WinForms (.NET), Figma.
- **Software and Tools:** Git, Blender, Unity.