# Zen Chew

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I'm a junior software developer with a strong focus on building impactful, user-centric solutions in full-stack development, cross-platform mobile applications, and generative AI. I have experience integrating machine learning models to enhance functionality and I'm always looking to improve my ability to design scalable, well- architected software.

## WORK EXPERIENCE AND EXTRA-CURRICULAR ACTIVITIES

**Full-Stack Developer (Technology Consulting Associate), Ernst & Young Kuala Lumpur**      **Aug 2024 – Present**

- Led development of a key module for a **nationwide mobile app** serving millions of users, collaborating daily with clients and delivering critical defects resolutions with rapid turnaround during UAT & SIT development phases.
- Implemented **cross-platform modules in .NET MAUI**, ensuring seamless compatibility across iOS, Android, and Huawei by handling platform-specific logic, including Android Intents and deep linking.
- Developed a full-stack appointment booking system, integrating an **interactive calendar UI with backend APIs**.

**Communications Secretary, Imperial College Union Malaysian Society**          **Mar 2022 – Mar 2023**

- Co-Producer and Marketing Director of the society's annual flagship stage production "Malaysian Night", led and managed a team of 100+ participants, overseeing production and logistics for an event with 800+ attendees.

## EDUCATION

*1st Class Hons*, **BEng Computing, Imperial College London:** Recipient of 2 project prizes          **2021 – 2024**

**A-Level, Concord College:** *A\*A\*A\*AA* in Further Maths, Maths, EPQ, Chemistry, AS Physics          **2019 – 2020**

**IGCSE, Wesley Methodist School KL (International):** *Straight 9A\*s*, Scholar of the Year          **2014 – 2018**

## LANGUAGE PROFICIENCY

**Spoken and Written:** English, Mandarin, Bahasa Malaysia

## TECHNICAL KNOWLEDGE & SKILLS

**Languages:** Python, JavaScript, C#, C, Java, Kotlin, Haskell

**Frameworks & Technologies:** .NET MAUI, ReactJS, NextJS, Svelte, PostgreSQL, Git, Postman, Figma

## NOTABLE PROJECTS

**Final Year Project: Generative AI Character Development Platform** | Python, JavaScript          **Jan 2024 – Jun 2024**

- **Awarded first-class (78%)** with commendation for distinction-level report and presentation, invited to present at the university open days.
- Developed a **full-stack web application** utilizing *Stable Diffusion* for high-fidelity animated character generation.
- Designed and implemented a full-featured **multi-layer sprite editor** in *HTML/JavaScript* with *Streamlit* integration.
- Deployed advanced ML models including *pix2pix*, *autoencoder*, and *CNNs* to refine sprite quality and accuracy.

**Interactive Real-Time Mobile App Development** | JavaScript, React Native, Firebase          **May 2023 – Jun 2023**

- Awarded **2nd place** in the departmental Best 2nd Year Project Prize, presented as a **student ambassador** to over 1000 prospective students in university open days.
- Enforced **agile development** through stakeholder interviews using HCD techniques to obtain user insights.
- Continuously refined user-centric interactions end-to-end via thin slicing, ensuring seamless **cross-platform UX**.

**IC Hackathon: Augmented Reality Multiplayer Sandbox** | Unity, C#, AR Foundation          **Feb 2024**

- Built an **AR-powered multiplayer sandbox** in Unity with **real-time synchronized object interactions** with a cloud server backend. Enabled **cross-device object state persistence**, creating a multiplayer environment.

**ARM Assembler with Custom Game Extension** | C, SDL Library          **Jun 2022**

- Created an **interactive game extension** that aims to teach Assembly syntax using *SDL Library*.
- Implemented an **emulator and assembler** to read and write binary files.
- Achieved **full marks** for the project, ranked **top 5** among 57 groups.