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📍 [Kuala Lumpur, Malaysia](#)

✦ SUMMARY

Design-focused front-end engineer with cross-field knowledge. Passionate about experiences that run fast & feel good, backed by good causes & good people.

✦ SKILLS

ADVANCED FRONT-END DEVELOPMENT

Created web, mixed reality, & mobile experiences from scratch for local & international clients that works performantly & beautifully everywhere, with timelines consistently within 8 to 10 weeks.

Svelte	SvelteKit	HTML	CSS
JavaScript	TypeScript	Tailwind	
THREE.js	WebGL Shaders	SSR	SSG
Serverless	MRTK	Unity	C#
Meta Spark Studio	Node.js	Vite	Rollup
React Native	Git		

UI/UX DESIGN

Designed mobile-first experiences with fully interactive prototypes based on user research, client feedback, & engineering constraints.

Figma	User Research	Mockup
Adobe Suite		

👤 EXPERIENCE

VORTEXR LAB, 2023

XR Developer Intern: Lead & completed development of a mixed reality app on the Microsoft HoloLens 2, now used in production internally.

🎓 EDUCATION

TAYLOR'S UNIVERSITY, 2020-2024

Bachelor of Design in Creative Media (UI/UX):
3.96 CPGA, First Class Honours, 7 Dean's Lists.
Vice President of VortexXR Club: 2022-2024,
Ex-treasurer.

🏆 AWARDS

AMMWARDS SOTD HM, 19TH FEB 2024

Deceitville: My final year project depicting deceptive patterns, with fun. Won Honourable Mention, & nominated for Feb '24 Typography Honours.

✦ OTHER PROJECTS

MEW CHANG TSING

Website: Web catalogue done for a local choreographer, performer, artist.

AUTO INTRO

Demo: Web app for creating dynamic, in-browser-rendered ident/intro videos.

MAIC

Library: Importable ESM distribution of Google's Material Icons, updated via a GitHub Actions CI/CD pipeline.

DRAWR XD

Filter: Retro MS Paint-inspired Instagram filter.

👤 SOFT SKILLS

LEADERSHIP

Vision driven & capable of working under pressure with people.

W.

Honors