LIM WEI JEN

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TECHNICAL SKILLS

- **Programming Languages:** Python, JavaScript, TypeScript, C++, GDScript.
- **Frameworks:** React.js, Next.js, Astro.js, TailwindCSS, ShadCN/ui, Node.js, Firebase, Supabase, Express.js, Flask, SocketIO
- **Development & Design Tools:** Godot, Blender, Librespite, Audacity, Git, Figma, Adobe Premiere Pro
- **Languages:** Native/Bilingual proficiency in English, Malay, and Chinese.

EDUCATION

University of Malaya (UM) Sep 2025 – Present
Bachelor of Electrical Engineering

EXPERIENCES

27th Grand Asian Chess Challenge 25 Oct 2025 – 1 June 2026
Head of Tournament
- Led a dedicated tournament team for one of Malaysia's largest chess championships (GACC 27th), which consists of 1100+ participants across 13 different countries.

Autonomous Robotic Challenge 12 Oct 2025 – 12 April 2026
Head of Technical and Competition
- Engineered and executed a national-scale robotics tournament (ARC 2026) from scratch, uniting over 120 competitors from Malaysia's top universities.

Fiverr (Level 1 Seller) Apr 2024 – Dec 2025
Freelance Software & Game Developer
- Provided diverse freelance tech services to international clients, specializing in game design, web development, and graphic design.
- Utilized game engines like Godot to deliver client projects on strict deadlines.

Various High Schools May 2024 – Jun 2025
STEM & Debate Workshop Speaker
- Invited as a guest speaker to conduct engaging workshops for high school students.
- Developed and delivered curriculum focused on Python programming, parliamentary debate, and Mathematics.

Chumbaka Inc. March 2024 – April 2024
Software Intern
- Assisted in creating systems for workforce organization and management.
- Participated in the preparation of tech workshops for high school students.

PROJECTS

- **Elixir (Productivity Application):** View Project | Next.js, TypeScript, Tailwind CSS. Currently developing an all-in-one personal productivity dashboard designed to streamline task management and scheduling.

- **3D Magnetic Field Simulator:** View Project | Godot Engine. A 3D magnetic field simulation tool utilizing the Godot game engine.
- **Generation 142:** View Project | Godot Engine. A story-based, single-player, Metroidvania game where you play as a person wandering in an unknown, fantasy world. Or are you?

HONORS & AWARDS

- **Gamuda Scholarship:** Fully funded scholarship under the Gamuda Scholarship Programme.
- **Gold Medal:** MaTechFest Innovation Competition (2024).
- **Silver Medal:** Mascar STEM Creator Innovation Competition (2024).