



Ming Chen Hsueh

SOFTWARE ENGINEER · DATA ANALYST · GAME DEVELOPER

September 21, 1997

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Summary

Enthusiastic programmer eager to contribute to team success through hard work, attention to detail and excellent organizational skills. Grew up in Beijing and studied in an international environment, have strong communication and collaboration skills. Motivated and driven to learn and grow in the software and gaming industry. Knowledgeable and skilled in data collection, analysis and management. Perfectionist who works well under pressure and able to consistently meets deadlines and targets. Skilled programmer and focused problem-solver experienced in data analytics and report writing, with expertise in data warehousing, process validation and business needs analysis. Dedicated and hard-working with passion for Big Data. Always learning, and looking to learn new things.

Skills

Professional Interests	Neural Networks, Artificial Intelligence, Machine Learning, Data Mining
Programming	Experienced: Python, JAVA Familiar: C#, LaTeX
Front-end	Experienced: Flutter Beginner: React
Back-end	Beginner: Django, Hadoop
Systems & Programs	Familiar: Linux, Windows, macOS, Word, PowerPoint, Excel, Blender, Unity
Languages	Native: Mandarin Fluent: English
Personal Interests	Volleyball, Soccer, Technology, Gaming

Education

Australian National University

Canberra, Australia

BACHELOR OF INFORMATION TECHNOLOGY

Feb. 2016 - Dec. 2019

- Majored in Information Systems
- Graduated with 3.613 GPA
- Coursework in Human Computer Interface Design and Evaluation, Document Analysis, Computer Graphics, Neural Networks, Deep Learning and Bio-Inspired Computing, Project Management, and Data Mining.

Experience

MaoErZhaoPin (Talent Acquisition App made with Flutter)

Beijing, China

DESIGNER & DEVELOPER

Mar. 2020 - Nov. 2020

- Used Github to commit changes and collaborate with former classmates.
- Implemented use of Google Maps API and Autocomplete for location based job searches.
- Implemented firebase login and personal informations page with former classmates.
- Prototyped the UI and UX with Lanhu(similar to Figma).

Flutter Portfolio Website (dadahsueh.github.io)

Beijing, China

CREATOR

Jun. 2020 - Jul. 2020

- Experimented with the Flutter web build to launch a Github Pages portfolio.
- Implemented loading screen and localization for the portfolio.

Next.js Blog with Notion (dadahsueh.vercel.app)

Beijing, China

CREATOR

Nov. 2020 - Nov. 2020

- Created an auto publishing blog hosted on Vercel using Next.js.
- Automatically publishes blog entries from Notion onto the blog.