Faw M. K. Ali

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EDUCATION

- **Monash University Malaysia** — Subang Jaya, MY
  Bachelor of Computer Science in Data Science, School of Information Technology — *Feb 2022 - Present*
  - **Expected Graduation:** April 2025
  - **Cumulative GPA:** 3.744/4.000
  - **Relevant Coursework:** Algorithms & Data Structures, Statistics & Machine Learning, Probability & Discrete Mathematics, Deep Learning, Database Design & Management, Big Data Management & Processing, Data Modelling & Analytics, Cybersecurity, Project Management, UI/UX

- **Sunway College** — Subang Jaya, MY
  Monash University Foundation Year (MUFY) — *Jan 2021 - Dec 2021*
  - **MUFY Score:** 87.125/100.000
  - **Units Taken:** English, Mathematics, Physics & Information & Communication Technology
  - **Scholarships:** Jeffrey Cheah Entrance Scholarship

EXPERIENCE

- **Accendo Technologies** — Kuala Lumpur, MY
  Data Analyst Intern — *Nov 2023 - Feb 2024*
  - Implemented a non-native shortlisting feature in Tableau that used webhooks & connected with the backend API to send data, saving 25,000 USD annually in licensing fees.
  - Streamlined dashboard design in Tableau, improving user experience & data presentation quality resulting in a 200% increase in analytics renewals.
  - Automated data-engineering tasks using pandas & Tableau Prep, including data cleansing, wrangling, & integration, ensuring data accuracy & consistency which was 50% faster than the previous process.

SKILLS

- **Programming Languages:** Python, JavaScript, TypeScript, Go, R, C++, Dart

- **Web Development & Frameworks - Frontend:** HTML, CSS, Sass, React, Next.js, Webpack, Bootstrap, Tailwind CSS

- **Web Development & Frameworks - Backend:** Node.js, Django, Flask

- **Mobile App Development:** Flutter, Dart

- **Databases:** MongoDB, PostgreSQL, SQLite

- **Cloud Computing & DevOps:** Firebase, Google Cloud Platform, Docker, Kubernetes, Apache Hadoop

- **Big Data & Machine Learning:** TensorFlow, PyTorch, OpenCV, Python (pandas, NumPy, Matplotlib)

- **Data Science & Miscellaneous Technologies:** Data Science Pipeline (cleansing, wrangling, integration, visualisation, modelling, interpretation), Blockchain, Git, Markdown, LaTeX, Bash

- **Design, Photo & Video:** Figma, Adobe - Illustrator, Photoshop, Premiere Pro

- **Language Fluency:** English - C2 Proficiency, Conversational Proficiency in Malay, French & Urdu

- **Soft Skills:** Analytical & Creative thinking, Leadership, Empathy, Agility & Curiosity

PROJECTS

- **Monash Coding League Semester 1 2024** ↗
  Finalist   *Feb 2024 - Mar 2024*
  - Finalist at a highly competitive hackathon, collaboratively solving problems akin to LeetCode; demonstrated programming under pressure whilst delivering efficient solutions.
  - Achieved 3rd place out of 48 competing teams (of 2).

- **Kitahack 2024 (Google's Solution Challenge) Finalist** ↗
  Finalist   *Dec 2023 - Feb 2024*
  - Visionary, UI/UX, analytics & backend developer for Kitahack 2024, achieved finalist status & top 10 from 200 groups.
  - Ren is a mobile app which facilitates volunteering cleaning events, inspired by poor waste management practices in society. The app features community features & gamification incentives to encourage users to create & participate in cleaning events.

- **Monash Coding League Semester 1 & 2 2023** ↗
  Finalist   *Mar 2023 - Sep 2023*
  - Finalist at a highly competitive hackathon, collaboratively solving problems akin to LeetCode; demonstrated programming under pressure whilst delivering efficient solutions.
  - Placed 6th & 8th out of 56 & 48 competing teams (of 2) respectively.

- **Kitahack 2023 (Google's Solution Challenge) Participant** ↗
  Team Lead   *Feb 2023 - Mar 2023*
  - Pioneered the development of "Vital Vision", a prototype health-centric mobile app that harnesses photoplethysmography (PPG) to monitor heart rates via smartphone cameras, aiming to enhance healthcare accessibility in remote areas.
  - Conducted comprehensive research & maintained detailed documentation, subsequently presenting & garnering team support for the innovative solution, positioning it as a potential game-changer in remote healthcare solutions.

- **Formula 1 Image Classification** ↗
  Lead Developer
  - Developed an image classification pipeline using TensorFlow & NumPy, integrating preprocessing, augmentation, & model training phases.
  - Trained a deep learning neural network model on eight distinct classifications, leveraging NumPy for data manipulation & achieving an average accuracy of 89%.

- **Sudoku Solver** ↗
  Lead Developer
  - Created a Sudoku Solver using backtracking, serving as an educational tool for a junior developer which led to a 12% improvement in their algorithmic proficiency.
  - Incorporated a GUI in pygame for the solver, providing real-time complexity analysis & visualisation to enhance user interaction & comprehension.

- **Maze Visualisation** ↗
  Lead Developer
  - Constructed a maze visualisation platform that showcased fundamental graph algorithms such as BFS, DFS, Dijkstra & A*.
  - Employed pygame to build an immersive GUI for the maze, offering real-time algorithmic visualisations & drawing using Bresenham's line algorithm that significantly amplified user engagement & comprehension.

- **fawchain** ↗
  Lead Developer
  - Designed a minimalistic blockchain in Go, employing SHA-256 cryptography for secure hashing.
  - Implemented dynamic pricing algorithm within the blockchain, adjusting transaction value based on cryptographic seed & time.

- **Formula 1 Data Visualisation** ↗

  Individual Assignment Project

  - Designed a data visualisation dashboard created using Tableau, integrating & wrangling raw telemetry data from Excel using pandas.
  - Efficiently transformed & visualized complex datasets as well as utilising Beautiful Soup 4 to enhance user comprehension of team & driver performance.

- **Alcohol Tracker** ↗

  Group Assignment Project

  - Spearheaded the design of a UI/UX prototype in Figma for an alcohol tracker, targeting rehabilitation & mental health improvement for alcoholics; ensured a user-centric approach aligning with best practices.
  - Incorporated Schneiderman's Eight Golden Rules of Interface Design to guarantee enhanced usability, fostering intuitive interactions, consistency, & feedback loops, thereby promoting sustained user engagement & behavior modification.