Weng Wong (George) Hum

Sheffield, UK | +6011 1276 8826 / +44 7818 949205 | georgehum.com
hmw.geo@gmail.com | linkedin.com/in/wengwonghum | github.com/wengwongg

Final Year Bsc Computer Science Student @ The University of Sheffield

EDUCATION

University of Sheffield   **Sheffield, UK**
Bachelor of Sciences in Computer Science   Sept. 2022 – July 2025

- Achieved first-class level performance across modules in first and second academic year.

WORK EXPERIENCE

Goodlord   July. 2024 – Aug. 2024

- 9-week summer software engineering internship at award-winning UK prop-tech firm.
- Learned to efficiently adapt to and work with unfamiliar codebases and technologies such as Symfony.
- Applied Agile practices, contributing to daily group stand-ups and sizing sessions, working in sprints, and running tickets through Kanban and pull request processes.
- Took on and completed tickets early on, that produced real benefits for the company, such as the reduction in client support tickets and improving product understanding for customers.
- Created first company A/B test on product placement to try to improve poor conversion rates.
- Built robust unit and end-to-end tests across the front and backend, for all implemented features.
- Collaborated with another intern to implement improved form system to collect data for new agency signups using React and Symfony.

PROJECTS

George's Junk, Personal Project   Sep. 2024 – Oct. 2024

- Designed and implemented a website store for selling personal, unwanted items using Next.js, Tailwind CSS, and AWS MySQL database with Prisma connection.
- Worked with Stripe API to accept payments and Cloudinary API to store images on the cloud.
- Utilised NextAuth.js to create authentication for admin management of product data.

Group Project Management Software, Academic Project   Feb. 2024 – June. 2024

- Collaborated in a team of 9 to serve a University Professor, by developing software that supports university group work.
- Used Ruby on Rails to develop features for module and project management, automatic team formation, monitoring, and assessment.
- Achieved an overall mark of 80% for final product and documentation.

Train Modelling Shop Application, Academic Project   Oct. 2023 – Dec. 2023

- Led a diverse team of four to serve a retailer of model railways, and implement a Java application with a backend MySQL Database, where customers can register and make orders, and shop staff can manage essential stock, sales and user data.
- Conducted extensive planning by thoroughly analysing the business requirements document and using Unified Modelling Language to design an initial information model, normalised database model and state machine diagram.
- Implemented an elegant, dynamic user interface in Java Swing that triggers business operations.
- Achieved an overall mark of 75.6% for the final product and documentation.

SKILLS

Languages: TypeScript/JavaScript, PHP, Java, SQL, Ruby, Python, HTML/CSS, RegEx
Libraries/Frameworks: Next.js, React, Tailwind, Symfony, PHPUnit, React Testing Library, Jest
Tools: Git, VS Code, IntelliJ IDEA, Adobe Creative Suite, Figma, MySQL (Workbench)