



YEAP BOON SHEN

INTERNSHIP DEGREE

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Portfolio
<https://yboonshen.github.io/Portfolio/>

Education

Bachelor of Information Technology (Security Technology)

Multimedia University (MMU),
Melaka
(August 2024- Present)
CGPA: 3.83 (Current)

Foundation

Multimedia University (MMU),
Cyberjaya
(July 2023 - July 2024)

Skills

- HTML, CSS, Javascript
- Python(Flask, Pygame)
- C++ (Qt Creator, OOP)
- Java
- Cisco Packet Tracer
- VMware / VirtualBox

Languages

English
Bahasa Melayu
Chinese

Summary

- A Security Technology undergraduate student at MMU Melaka with a 3.83 CGPA, currently seeking a degree internship from **13 July 2026 to 27 October 2026** to apply foundational skills in software development and digital security within a technical environment

Project Experience

Degree

Monthly Budget Planner (C++ ConsoleApp)

- Collaborated with 5 teammates to develop a personal finance tracking application in C++.
- Built transaction management system with CRUD (Create, Read, Update, and Delete) operations for income and expense tracking.
- Implemented file I/O for data persistence across sessions.

BINGO Game (C++ Console App)

- Developed a multiplayer BINGO game featuring Player vs Player mode and account system.
- Architected 8 modular classes (Game, Player, Account, DB, Leaderboard, Logger, Menu, Util) following OOP principles.
- Implemented save/load functionality, player statistics tracking, and competitive leaderboard system.

Course Timetable Management (C++ Desktop App)

- Collaborated in a team of 3 to build a course scheduling system using C++ and Qt Framework.
- Implemented user authentication system with role-based access control for students and admin.
- Designed scheduling logic for conflict detection and timetable management.

WiFi Security Tool (Python)

- Built a WPA2 security auditing tool using Python and pywifi for scanning networks and testing passwords via dictionary attack.
- Successfully demonstrated on personal home network – recovered own WiFi password for educational purposes.

Foundation

Dino Catch Game (Python Project)

- Developed a 2D interactive game featuring real-time score tracking, collision detection, and keyboard controls.
- Successfully deployed the application to the web using Pygbag and GitHub Pages.

Leadership

- Prefect Head – Secondary School
- Librarian President – Secondary School
- Vice President – Pengakap
- Treasurer – Diabolo Club

MMU Confessions (Full-Stack Web App)

- Built an anonymous confession platform for MMU students with Flask, PostgreSQL, and SQLAlchemy, featuring user authentication, admin moderation, and content management.
- Implemented secure login with bcrypt, email verification, and Microsoft OAuth integration.
- Integrated cloud services: Cloudinary (image storage) and SMTP2GO (email delivery).
- Developed RESTful APIs with search, filtering, notifications, and infinite scroll pagination.

Online Security & Privacy (Case Study Website)

- Online Security & Privacy (Case Study): Built a responsive HTML/CSS website to analyze cookie tracking and targeted advertising.
- Privacy Research: Evaluated data protection strategies and user consent issues in modern digital environments.

Workshops & Technical Training

- **AI Exploration Workshop (UTeM):** Participated in an intensive technical session focused on Generative AI and Large Language Models (LLMs) using the Ollama framework.
- **AI Solution Development & Presentation:** Developed and presented a functional AI Chatbot by integrating Telegram API tokens to facilitate real-time automated conversations as a workshop solution.
- **International Knowledge Exchange on Artificial Intelligence:** Engaged in cross-border technical discussions regarding emerging AI innovations and global technology trends.

Achievements & Competitions

- **MMU CTF (Capture The Flag):** Successfully solved 100% of all challenges across multiple domains including Forensics, Cryptography, Steganography, and Network Security.
- Top 10 Finalist, MMU Judging Panel Business Intelligence & AI: Selected as a top finalist for evaluating and presenting AI-integrated business solutions.
- Participant, **CodeNecton 2025 (Hackathon):** Collaborated in a team to prototype Tutorway, an on-demand academic assistance platform.
- Top 10 Winner, Mixue Snowking Coloring Competition: Recognized for creative design excellence; previously ranked Top 100 in 2024.
- Participant, JL Fest 2025 Logo Design Competition: Designed a professional logo entry for a university-level creative competition.