

# JOBIN MATHEW DAN

## SOFTWARE ENGINEER

### CONTACT

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### SOFT SKILLS

- Work Ethic
- Adaptability
- Teamwork
- Problem-solving
- Leadership
- Creativity

### TECHNICAL SKILLS

- Python (Numpy, OpenCv, PIL)
  - Java (Java Swing)
  - JavaScript (Next.JS, NodeJS, ReactJS, Vite)
  - SQL (MySQL)
  - GitHub
- Tools: VS Code, Oracle VM VirtualBox, IntelliJ, NetBeans, PyCharm, SQL Developer, Postman

### EDUCATION

Bachelor of Software Engineering (Honours)

Monash University Malaysia

Oct 2021 - Dec 2025

GPA: 3.191

CGPA: 3.420

Cambridge GCE A-Level

Kinabalu International School

Aug 2019 - Jul 2021

Grade - 1 A, 2 B's, 1 C

### LANGUAGES

English (Proficient)

Malayalam (Mother tongue)

### PROFILE

I bring a solid foundation in software engineering concepts as well as a passion for lifelong learning and professional development as a results-oriented, focused software engineer. I regularly look for ways to increase my knowledge of emerging technologies since I am committed to keeping on the cutting edge of technical breakthroughs. My background involves working on real-world projects and participating in group projects where I use my creativity and problem-solving abilities to come up with creative solutions. I'm excited to contribute to exciting initiatives and use my abilities to help a forward-thinking company achieve meaningful outcomes.

### EXPERIENCE

#### Full Stack Web Developer (Intern)

A Serious Company

Nov 2024 - Feb 2025

- Migrated the Express.js backend from JavaScript to TypeScript, adopting the Model-View-Controller (MVC) architecture and reorganizing 35 files with over 210 API routes.
- Addressed and fixed 75+ bugs/issues across various severity levels (from critical failures to UI enhancements).
- For frontend development, I learnt and built a dynamic, responsive user interface using Vue.js and TypeScript, with a strong emphasis on improving user experience

Language Used: Next.JS, Node.JS, Postgresql, Postman, Github

### PERSONAL PROJECTS

#### Sudoku Solver

Solo project

Jan 2026

- Implemented a DLX-based exact cover solver achieving ~13ms average solve time, using O(1) pointer-based cover/uncover operations and heuristic column selection to minimize branching.
- Designed and trained a 3-layer neural network to convert Sudoku images into structured grids for algorithmic solving.
- Built the backend in Python, utilizing NumPy, OpenCV, and Matplotlib for image processing, data handling, and visualization.
- Developed a web interface using Vite, integrating modern UI designs and connecting it to the Python backend.

Language Used: Python, React, Vite, FlaskAPI

[Link to the website](#)

#### Medical Assistant Response Intelligent Agent

Monash University Malaysia

Feb 2024 - Nov 2024

- Together with a five-person agile team, I worked as a front-end developer to create an application where an AI-powered assistant designed to help doctors and healthcare professionals access reliable heart failure information.
- My responsibility as a Product Owner is to optimize the value of the final product that the Scrum Team produces.

Language Used: React JS, CSS, GitHub

#### Web Application for Elderly Skill Development

Monash University Malaysia

Feb 2023 - Oct 2023

- Worked together in a 15 man project team using the Scaled Agile Framework (SAFe) to create a website to help elderly learn/improve their skills
- Part of the System Architect team, where the team chose the tech stack.
- Contributed as a front-end developer in a 5-member sub-agile team

Language Used: React JS, Vite, MUI, GitHub, Firebase

#### Car Number Plate Detection

Monash University Malaysia

Feb 2023 - Jun 2023

- Worked together in a 3 man team to help create a Malaysian License Plate Detector using a neural network.
- Contributed by creating the segmentation of characters from the license plate picture and created and remodeled the neural network that is used to train and test the characters.

Language Used: Python, OpenCV/PIL, Numpy, GitHub