

Sim Ming Zhen

Software Developer

CONTACT

+6010 243 0403

simmz0403@gmail.com

[in](#)/simmz

/NotSoDelayed

PROFILE

Computer science student and software developer with experience building softwares using C, Java, and Python. Interested in AI applications particularly large language model integration, prompt engineering, and improving AI outputs through structured workflows and evaluation. Enjoys developing practical software solutions, exploring system behaviour, and continuously strengthening engineering skills through hands-on projects involving software design, automation, and AI technologies.

PROJECTS

Minishell

C - Linux - POSIX

- Developed a Unix shell implementing command execution, pipelines, redirections, environment variable expansion, and process management using POSIX system calls.

Minecraft Server Plugins

Java - Gradle

- Implemented custom gameplay mechanics and server-side features using event-driven interface provided by the server API.

42 School Projects

C - Linux

- Developed systems programming projects emphasizing algorithms, memory management, debugging, and Unix fundamentals.

EDUCATION AND TRAINING

42 Kuala Lumpur

May 2025 - Present

Computer Science Institution

- Focused on programming fundamentals, algorithms, system programming, software engineering practices, and peer-to-peer learning.
- Developed projects involving C, Unix/Linux environments, memory management, and problem solving.

K-Youth Development Programme

June - July 2026

Youth Employment Initiative

- Focused on practical problem solving and peer-to-peer learning.
- Developed applications involving Python, APIs, data processing, and AI integration through hands-on projects.
- Strengthened software engineering fundamentals, collaborative development, and technical communication through iterative project work.

PROGRAMMING LANGUAGES

Proficient

- C
- Java

Familiar

- Python
- TypeScript

LANGUAGES

- Mandarin (Native)
- English (Fluent)
- Malay (Conversational)