

Education

Singapore **National University of Singapore** **August 2016 – May 2020**

- Bachelor of Engineering (Honors) in *Computer Engineering*
- Latest CAP (GPA): 4.95 out of 5

Experiences

Software Engineer **Hello Technology Pte Ltd** **May 2018 – Present**

- Developed a single sign-on (SSO) system with multiple authentication sources and load balancing
- Conducted research on distributed cache solutions and deployed a Redis cluster (master-slave model)
- *Java, Redis, LDAP, Tomcat*

Tutor **National University of Singapore** **August 2017 – Present**

- Taught programming methodology and software engineering modules multiple times
- Trained junior tutors, conducted workshops, led tutorial groups, set up assignments, graded examination
- Received outstanding teaching feedback score: 4.9 out of 5 (*department average: 4.2*)

Full-stack Developer **Computing for Voluntary Welfare Organizations** **May – August 2017**

- Built a web-based enterprise management system for Lions Befrienders (Singapore)
- Worked on a case management module that controls status changes of all users in the system
- Conducted on-site user interviews to better understand and cater the requirements
- *Ruby on Rails, PostgreSQL, Bootstrap*

Projects

Ding! **March – May 2018**

- Built two iOS apps (one for customers, one for restaurant owners) for food recommendation & ordering.
- Designed a simple ORM driver for mapping between Firebase database nodes and Swift runtime objects.
- *Swift, Firebase*

BoNUS **September – November 2017**

- Developed a desktop Java application that helps users manage their contacts and upcoming events
- Team lead, responsible for team coordination, automatic CI and code review
- Implemented a feature that allows users to create and store customize fields for their contacts
- *Java, JavaFX*

An immersive 3D education platform **December 2016 – April 2017**

- Built a 3D game to help students understand algorithms by simulating and visualizing their programs
- Chief programmer, in charge of logic & API for visualization
- Already used at NUS for introductory programming modules
- *Unity3D game engine (C#, JavaScript)*

Awards

Dean's List (received twice) **January & June 2018**

- A reward in recognition of outstanding achievements for top 5% students of the cohort

NUS Science & Technology Undergraduate Scholarship **August 2016**

- A four-year full scholarship to support outstanding students at NUS