

Education

Singapore	National University of Singapore	August 2016 – May 2020
<ul style="list-style-type: none">• Bachelor of Engineering (Honors) in <i>Computer Engineering</i>• Latest CAP (GPA): <u>4.95</u> out of 5		

Experiences

Software Engineer Intern	Grab	December 2018 – Present
<ul style="list-style-type: none">• Backend Engineering Intern in the GrabPay team.• <i>Go, Java</i>		
Software Engineer Intern	Hello Technology Pte Ltd	May – August 2018
<ul style="list-style-type: none">• Built a single sign-on (SSO) system and deployed in a clustered environment with load balancer on AWS.• Applied Redis cluster (master-slave model) as LFU cache for efficient lookup among multiple LDAP servers.• <i>Java, Redis, LDAP, Tomcat</i>		
Lead Tutor	National University of Singapore	August 2017 – December 2018
<ul style="list-style-type: none">• Taught different programming methodology and software engineering modules multiple times.• Trained junior tutors, conducted workshops, led tutorial groups, set up assignments, graded examinations.• Received <i>Best Tutor Award</i> and decent teaching feedback score: 4.9 out of 5 (<i>department average: 4.2</i>).		
Full-stack Developer	Computing for Voluntary Welfare Organizations	May – August 2017
<ul style="list-style-type: none">• Developed a web-based enterprise management system for Lions Befrienders (Singapore).• Worked on a case management module that controls status changes of ~7000 client profiles in the system.• <i>Ruby on Rails, PostgreSQL, Bootstrap, HTML</i>		

Projects

Ding!	March – May 2018
<ul style="list-style-type: none">• 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.• <i>Swift, Firebase (NoSQL)</i>	
BoNUS	September – November 2017
<ul style="list-style-type: none">• 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.• <i>Java, JavaFX, GitHub, Travis CI</i>	
An immersive 3D education platform	December 2016 – April 2017
<ul style="list-style-type: none">• Built a 3D game to simulate and visualize algorithms, already used at programming modules in NUS.• Chief programmer, in charge of logic & API for visualization.• <i>Unity3D game engine (C#, JavaScript)</i>	

Awards

Dean's List (received <u>twice</u>)	January & June 2018
<ul style="list-style-type: none">• A reward in recognition of outstanding achievements for top 5% students of the cohort.	
NUS Science & Technology Undergraduate Scholarship	August 2016
<ul style="list-style-type: none">• A four-year full scholarship to support outstanding students at NUS.	