

## Education

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

## Experiences

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

## Projects

<b>Ding!</b>	<b>March – May 2018</b>
<ul style="list-style-type: none"><li>• Built two iOS apps (one for customers, one for restaurant owners) for food recommendation &amp; ordering.</li><li>• Designed a simple ORM driver for mapping between Firebase database nodes and Swift runtime objects.</li><li>• <i>Swift, Firebase (NoSQL)</i></li></ul>	
<b>BoNUS</b>	<b>September – November 2017</b>
<ul style="list-style-type: none"><li>• Developed a desktop Java application that helps users manage their contacts and upcoming events.</li><li>• Team lead, responsible for team coordination, automatic CI and code review.</li><li>• <i>Java, JavaFX, GitHub, Travis CI</i></li></ul>	
<b>An immersive 3D education platform</b>	<b>December 2016 – April 2017</b>
<ul style="list-style-type: none"><li>• Built a 3D game to simulate and visualize algorithms, already used at programming modules in NUS.</li><li>• Chief programmer, in charge of logic &amp; API for visualization.</li><li>• <i>Unity3D game engine (C#, JavaScript)</i></li></ul>	

## Awards

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