

# NIU YUNPENG

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## Education Background

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<b>Singapore</b>	<b>National University of Singapore</b>	<b>August 2016 – May 2020</b>
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- Bachelor of Engineering (Honors) in *Computer Engineering*
- Latest CAP (GPA): 4.96 out of 5

## Working Experience

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<b>Tutor</b>	<b>National University of Singapore</b>	<b>August – December 2017</b>
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- Taught CS1101S Programming Methodology in Semester 1 AY2017/2018
- Led a discussion group of around 10 students, set up assignments, graded assignments & examinations
- Teaching feedback score: 4.9 out of 5 (*department average: 4.2*)

<b>Full-stack Developer</b>	<b>Computing for Voluntary Welfare Organizations</b>	<b>May – August 2017</b>
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- 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

## Project Experience

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<b>BoNUS</b>	<b>September – November 2017</b>
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- 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*

<b>Lions Befriender Management System</b>	<b>May – August 2017</b>
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- An online system to manage the daily workflow of Lions Befriender's befriending and SAC programs
- Serving 7000~ seniors and 2000~ volunteers
- *Ruby on Rails, PostgreSQL*

<b>An immersive 3D education platform</b>	<b>December 2016 – April 2017</b>
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- A 3D game to help students understand algorithms by simulating and visualizing their programs
- Used at NUS for introductory programming module
- *Unity3D game engine*

## Technical Skills

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- **Programming languages:** Java, JavaScript, Ruby, PHP, HTML, C
  - **Frameworks:** Ruby on Rails, Unity3D game engine
  - **Platforms/services:** Azure, Travis CI

## Award

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<b>NUS Science &amp; Technology Undergraduate Scholarship</b>	<b>August 2016</b>
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- A four-year full scholarship to support outstanding students at NUS