NIU YUNPENG

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Education Background

Singapore

National University of Singapore

August 2016 – May 2020

- Bachelor of Engineering (Honors) in Computer Engineering
- Latest CAP (GPA): 4.96 out of 5

Working Experience

National University of Singapore

August – December 2017

- 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 average 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

Project Experience

BONUS

September – November 2017

- 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

Lions Befriender Management System

May – August 2017

- 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

An immersive 3D education platform

December 2016 – April 2017

- 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

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

Award

NUS Science & Technology Undergraduate Scholarship

August 2016

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