

## Education Background

<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): 4.96 out of 5</li></ul>		

## Project Experience

<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>• Implemented a feature that allows users to create and store customize fields for their contacts</li><li>• <i>Java, JavaFX</i></li></ul>	
<b>Lions Befriender Management System</b>	<b>May – August 2017</b>
<ul style="list-style-type: none"><li>• Developed and deployed an online system to manage the whole organization's daily workflow</li><li>• Full-stack developer, responsible for both front-end interface and back-end logic</li><li>• Currently serving the organization's more than 7000 clients</li><li>• <i>Ruby on Rails, PostgreSQL</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 help students understand algorithms by simulating and visualizing their programs</li><li>• Chef programmer, in charge of logic &amp; API for visualization</li><li>• Already used at NUS for introductory programming modules</li><li>• <i>Unity3D game engine</i></li></ul>	

## Working Experience

<b>Tutor</b>	<b>National University of Singapore</b>	<b>August – December 2017</b>
<ul style="list-style-type: none"><li>• Taught CS1101S Programming Methodology in Semester 1 AY2017/2018</li><li>• Led a discussion group of around 10 students, set up assignments, graded assignments &amp; examinations</li><li>• Received outstanding 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>• Built a web-based enterprise management system for Lions Befrienders (Singapore)</li><li>• Worked on a case management module that controls status changes of all users in the system</li><li>• Conducted on-site user interviews to better understand and cater the requirements</li></ul>		

## Technical Skills

- **Programming languages:** Java, JavaScript, Ruby, PHP, Swift, HTML, C
- **Frameworks:** Ruby on Rails, Unity3D game engine

## Award

<b>Dean's List, AY2017/2018 Semester 1</b>	<b>January 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>	