NIU YUNPENG

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Education

Singapore	National University of Singapore	August 2016 – May 2020

- Bachelor of Engineering (Honors) in *Computer Engineering*
- Latest CAP (GPA): *4.9* out of 5

Experiences

Software Engineer Intern	Grab	December 2018 – June 2019

- Backend Engineering Intern at GrabPay, core payment team.
- *Go, MySQL, Redis, Protobuf, React.js*

Software Engineer Intern	Hello Technology	May – August 2018

- 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.
- *Java, Redis, LDAP, Tomcat*

Lead Tutor	National University of Singapore	August 2017 – December 2018

- Taught different programming methodology and software engineering modules multiple times.
- Trained junior tutors, conducted workshops, led tutorial groups, set up assignments, graded examinations.
- Received *Best Tutor Award* and decent teaching feedback score: 4.9 out of 5 *(department average: 4.2)*.

Full-stack Developer	Computing for Voluntary Welfare Organizations	May – August 2017

- 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.
- *Ruby on Rails, PostgreSQL, Bootstrap, HTML*

Projects

Ding!		March – May 2018

- 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.
- *Swift, Firebase (NoSQL)*

BoNUS		September – November 2017

- 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.
- *Java, JavaFX, GitHub, Travis CI*

An immersive 3D education platform		December 2016 – April 2017

- 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.
- *Unity3D game engine (C#, JavaScript)*

Awards

Dean's List (received twice)	January & June 2018

- A reward in recognition of outstanding achievements for top 5% students of the cohort.

NUS Science & Technology Undergraduate Scholarship	August 2016

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