

Education Background

Singapore	National University of Singapore	August 2016 – May 2020
<ul style="list-style-type: none">• Bachelor of Engineering (Honors) in <i>Computer Engineering</i>• Latest CAP (GPA): 4.96 out of 5		

Project Experience

BoNUS	September – November 2017
<ul style="list-style-type: none">• 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• Implemented a feature that allows users to create and store customize fields for their contacts• <i>Java, JavaFX</i>	
Lions Befriender Management System	May – August 2017
<ul style="list-style-type: none">• Developed and deployed an online system to manage the whole organization's daily workflow• Full-stack developer, responsible for both front-end interface and back-end logic• Currently serving the organization's more than 7000 clients• <i>Ruby on Rails, PostgreSQL</i>	
An immersive 3D education platform	December 2016 – April 2017
<ul style="list-style-type: none">• Built a 3D game to help students understand algorithms by simulating and visualizing their programs• Chef programmer, in charge of logic & API for visualization• Already used at NUS for introductory programming modules• <i>Unity3D game engine</i>	

Working Experience

Tutor	National University of Singapore	August – December 2017
<ul style="list-style-type: none">• Taught CS1101S Programming Methodology in Semester 1 AY2017/2018• Led a discussion group of around 10 students, set up assignments, graded assignments & examinations• Received outstanding teaching feedback score: 4.9 out of 5 (<i>department average: 4.2</i>)		
Full-stack Developer	Computing for Voluntary Welfare Organizations	May – August 2017
<ul style="list-style-type: none">• 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• Conducted on-site user interviews to better understand and cater the requirements		

Technical Skills

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

Awards

Dean's List, AY2017/2018 Semester 1	January 2018
<ul style="list-style-type: none">• A reward in recognition of outstanding achievements for top 5% students of the cohort	
NUS Science & Technology Undergraduate Scholarship	August 2016
<ul style="list-style-type: none">• A four-year full scholarship to support outstanding students at NUS	