

NIU YUNPENG

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EDUCATION BACKGROUND

National University of Singapore

August 2016 - present

Bachelor of Engineering (Computer Engineering), Honors

Expected month of graduation: May 2020

Current CAP: 4.95

WORKING EXPERIENCE

National University of Singapore

August – December 2017

Tutor for School of Computing, teaching *CS1101S Programming Methodology*.

Computing for Voluntary Welfare Organisations

May – August 2017

Full-stack developer, built a web-based system.

HONOR & AWARD

NUS Science & Technology Undergraduate Scholarship

August 2016

Received 4-year full scholarship offered by NUS.

PROJECTS

Lions Enterprise Management System

May 2017 – August 2017

- Web-based system to manage daily workflow of Lions Befriender (Singapore). Serving ~7000 seniors and ~3000 volunteers.
- Used *Ruby on Rails*, *PostgreSQL* and *Angular.js* (for mobile version).

A Multi-User 3D Game Environment for CS1101S

November 2016 – May 2017

- Introduced the next generation of the learning and teaching platform for a foundation programming module *CS1101S* at NUS.
- Developed an interactive and immersive *Unity3D* game to assist and motivate freshmen in learning programming.
- Supervised by Prof Martin Henz from SoC, NUS.

TECHNICAL SKILLS

- **Programming languages:** Java, JavaScript, HTML, PHP, Ruby, SQL, C#.
- **Framework/game engine:** Ruby on Rails, Unity3D.