

Education

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): 4.95 out of 5		

Experiences

Software Engineer	Hello Technology Pte Ltd	May 2018 – Present
<ul style="list-style-type: none">• Developed a single sign-on (SSO) system with multiple authentication sources and load balancing• Conducted research on distributed cache solutions and deployed a Redis cluster (master-slave model)• <i>Java, Redis, LDAP, Tomcat</i>		
Tutor	National University of Singapore	August 2017 – Present
<ul style="list-style-type: none">• Taught programming methodology and software engineering modules multiple times• Trained junior tutors, conducted workshops, led tutorial groups, set up assignments, graded examination• 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• <i>Ruby on Rails, PostgreSQL, Bootstrap</i>		

Projects

Ding!	March – May 2018
<ul style="list-style-type: none">• 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.• <i>Swift, Firebase</i>	
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>	
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• Chief programmer, in charge of logic & API for visualization• Already used at NUS for introductory programming modules• <i>Unity3D game engine (C#, JavaScript)</i>	

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	