

## Education

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<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): <u>4.95</u> out of 5</li></ul>		

## Experiences

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<b>Software Engineer</b>	<b>Hello Technology Pte Ltd</b>	<b>May – August 2018</b>
<ul style="list-style-type: none"><li>• Built a single sign-on (SSO) system and deployed in a clustered environment with load balancer on AWS.</li><li>• Used a Redis cluster (master-slave model) as LFU cache for efficient lookup among multiple LDAP servers.</li><li>• <i>Java, Redis, LDAP, Tomcat</i></li></ul>		
<b>Tutor</b>	<b>National University of Singapore</b>	<b>August 2017 – Present</b>
<ul style="list-style-type: none"><li>• Taught different programming methodology and software engineering modules multiple times</li><li>• Trained junior tutors, conducted workshops, led tutorial groups, set up assignments, graded 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>• Developed 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><li>• <i>Ruby on Rails, PostgreSQL, Bootstrap, HTML</i></li></ul>		

## Projects

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<b>Ding!</b>	<b>March – May 2018</b>
<ul style="list-style-type: none"><li>• Built two iOS apps (one for customers, one for restaurant owners) for food recommendation &amp; ordering.</li><li>• Designed a simple ORM driver for mapping between Firebase database nodes and Swift runtime objects.</li><li>• <i>Swift, Firebase (NoSQL)</i></li></ul>	
<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>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>• Chief 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 (C#, JavaScript)</i></li></ul>	

## Awards

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<b>Dean's List (received <u>twice</u>)</b>	<b>January &amp; June 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>	