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Current Internship Availability: 08 May 2023 – 04 Aug 2023

## EDUCATION

**Nanyang Technological University, Singapore** Aug 2020 – Nov 2023  
**Bachelor of Engineering (Computer Science)**

**Temasek Polytechnic, Singapore** Apr 2014 – Apr 2017  
**Diploma in Computer Engineering**

## TECHNICAL SKILLS

- Programming: C#, C++, Dart, HTML & CSS, Java, PHP, Python, SQL, TypeScript
- Technologies: Express.js, Flutter, Git, jQuery, JWT, MySQL, NodeJS, PostgreSQL, ReactJS, Redis, REST, Socket.IO

## INTERNSHIP EXPERIENCE

**FoodLine.SG** May 2022 – Dec 2022

### Full Stack Developer, Intern

Technologies used: HTML & CSS, Javascript, jQuery, MySQL, NodeJS, PHP, Redis, REST APIs, Socket.IO

- Built software from the ground up for funds transfer from the company's bank accounts via FAST/Remittance as well as to receive notification for incoming payments.
- Improved existing subscription service to allow charging of customers through previous payment methods.
- General improvements to the website for both customers and staff including a multitude of optimisations for the existing codebase.

**A\*STAR I2R** Apr 2016 – Sep 2016

### Software Developer/Researcher, Intern

Technologies used: HTML & CSS, Java, Javascript, jQuery, MySQL, REST APIs, Spring Framework, Websockets

- Collaborated with 2 other developers to optimise call quality, speed and services over previous versions of the service
- Improved efficiency of JavaScript code on client's website to significantly reduce initial load times
- Created and maintained a MySQL database for ease of accessibility for archived chat logs and video recordings

## PERSONAL PROJECTS

### Self-Driving Playground

*A web game where users train a driving neural network and compete with others.*

- Worked on the backend which is built with Express.js as the framework and postgres for the database
- Integrated JWT authentication to ensure user integrity when competing
- Implemented a Telegram bot to broadcast messages to users who are subscribed to an ongoing game

### NTUMods

*Developed a website for NTU students to retrieve module and venue information*

- Built several web scrapers to retrieve public information from NTU pages
- Primarily worked with the frontend component which was made using ReactJS
- Handled some of the backend which used Django as the framework and postgres for the database, allowing simple and robust data handling

## AWARDS

- Hack&Roll 2022 Top 8 2022
- Worked in a group of 4 to develop a game where 2 players can create their own reinforcement learning model for a playable character to move and shoot targets.