

Objective	Expected to graduate in December 2017, seeking for a <b>full time software development</b> role.	
Education	<b>University of California, San Diego (UCSD)</b> , San Diego, CA	Sep. 2016 - Dec. 2017 (Expected)
	Master of Science in Computer Science, GPA: <b>3.70/4.0</b>	
	<b>Nanyang Technological University (NTU)</b> , Singapore	Aug. 2012 - Jun. 2016
	Bachelor of Engineering in Electrical & Electronic Engineering, GPA: <b>4.62/5.0, 1st class honors</b>	
Work Experience	<b>Software Engineer (Part Time)</b> , Mitek System, Inc, San Diego, CA	Sep. 2017 - Present
	<ul style="list-style-type: none"><li>• Worked in an <i>Agile</i> and <i>Test Driven</i> environment developing <i>Android</i> SDKs in <i>Java</i></li><li>• Assisted in QA process by automating Android UI testing with <i>Expresso</i> and <i>Robolectric</i></li></ul>	
	<b>Software Engineering Intern</b> , Mitek System, Inc, San Diego, CA	Jun. 2017 - Sep. 2017
	<ul style="list-style-type: none"><li>• Developed and shipped MobileDocs SDK for high resolution document capture for <i>Android</i> devices</li><li>• Optimized MiSnap <i>Android</i> SDK reducing the SDK size by <i>over 30%</i> via dynamic asset generation</li><li>• Automated <i>unit tests</i> using <i>JUnit</i> and <i>Robolectric</i>, continuous build and integration with <i>Jenkins</i></li></ul>	
	<b>Teaching Assistant</b> , UCSD, San Diego, CA	Fall. 2017
	<ul style="list-style-type: none"><li>• TAed for undergraduate course <i>Computer Networks</i></li></ul>	
	<b>Research Assistant</b> , SeeLab UCSD, San Diego, CA	Jun. 2017 - Aug. 2017
	<ul style="list-style-type: none"><li>• Worked with PhD candidates developing high performance, low power <i>classifiers</i> in <i>Matlab</i></li><li>• Achieved the same accuracy as conventional <i>Neural Network</i>, but with <i>over 50%</i> saving in energy</li></ul>	
	<b>Software Engineering Intern</b> , Rolls-Royce Corporation, Singapore	Jan. 2015 - May. 2015
	<ul style="list-style-type: none"><li>• Developed data driven web applications using <i>D3.js</i> to visualize engine service data</li><li>• Scripted in <i>Python</i> to predict engine failure types using <i>Bags of words</i> model</li></ul>	
Academic Projects	<b>Column-based Scalable Database</b>	May - Jun 2017
	<ul style="list-style-type: none"><li>• Designed and implemented an <i>NoSQL column-based</i> database system in <i>Java</i></li><li>• Implemented the database with <i>Memtable</i> to store recent data and <i>SSTable</i> to store <i>long-tail</i> data</li><li>• Implemented a <i>Bloom Filter</i> to efficiently determine membership status of any data entry</li></ul>	
	<b>Custom Branch Predictor</b>	May. 2017
	<ul style="list-style-type: none"><li>• Implemented the <i>gshare</i> and <i>tournament</i> branch predictors in <i>C++</i></li><li>• Designed a custom predictor in <i>C++</i> by combining <i>gshare</i> and a <i>2-level local</i> predictor</li><li>• Custom predictor achieves <b>97%</b> of accuracy on given test data, a <b>7%</b> improvements over <i>gshare</i></li></ul>	
	<b>Web Mining and Recommender Systems</b>	Jan. 2017 - Mar. 2017
	<ul style="list-style-type: none"><li>• Applied the techniques of <i>Regression</i>, <i>Classification</i> to build a rating predictor system in <i>Python</i></li><li>• Implemented a <i>Latent Factor Model</i> in <i>Python</i> to predict user ratings of their Amazon purchases</li><li>• Achieved an mean square error of 12.6 for rating prediction on a scale of 100</li></ul>	
	<b>Computer Vision</b>	Sep. 2016 - Dec. 2016
	<ul style="list-style-type: none"><li>• Implemented image formation of <i>perspective camera model</i> with different camera parameters</li><li>• Implemented a face recognition algorithm based on <i>Eigenfaces</i> and <i>Principle Component Analysis</i>.</li><li>• Implemented the <i>Lucas-Kanade algorithm</i> to estimate optical flow between image frames in <i>Matlab</i></li></ul>	
	<b>Probabilistic Learning</b>	Sep. 2016 - Nov. 2016
	<ul style="list-style-type: none"><li>• Implemented a set of learning algorithms in <i>Java</i> and <i>Matlab</i>, including <i>maximum likelihood</i>, <i>EM</i></li><li>• Implemented multiple <i>Markov language models</i>, e.g <i>unigram</i>, <i>bigram</i> and <i>mixture models</i> in <i>Java</i></li><li>• Implemented a <i>Markov decision model</i> for a puzzle solving agent using <i>value and policy iteration</i></li></ul>	
	<b>Online Movie Ticket Reservation System</b>	Aug. 2015 - Nov. 2015
	<ul style="list-style-type: none"><li>• Developed a movie ticket booking system supporting seat-picking, synopsis and user rating.</li><li>• Implemented the backend with <i>MySQL</i> and <i>PHP</i> to update and retrieve information from database</li><li>• Designed and implemented a <i>responsive</i> user interface using <i>HTML</i>, <i>CSS</i> and <i>JavaScript</i></li></ul>	
Personal Projects	<b>Android Development</b>	Jul. 2017
	<i>Dark World Game</i> for Android	
	<ul style="list-style-type: none"><li>• Developed a puzzle game based on the <i>Model-View-Presenter</i> development paradigm</li><li>• Dynamically generates puzzle maps based on player's configuration</li><li>• Implemented fully <i>gesture based</i> with <i>buttonless</i> game controls</li></ul>	
	<i>GRE Vocabulary Builder</i> for Android	
Computer Skills	<ul style="list-style-type: none"><li>• Developed an Android app to help students prepare for GRE verbal tests</li><li>• Designed a <i>relational SQLite</i> database to store user performance data and support predictive search</li><li>• Connects to <i>Restful API</i> to provide word definition for words not in local database</li></ul>	
	<i>Java, Python, Matlab, C++, SQL, HTML, JavaScript, CSS, PHP, Latex</i>	