

# BRYANN YEAP KOK KEONG

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## **EDUCATION**

### **NATIONAL UNIVERSITY OF SINGAPORE**

*Bachelor of Computing (Honours) in Computer Science, Graduating in May 2024*

Cumulative Average Point: 4.78 / 5.0

- Obtained commendation letter for top students in CS2030S: Programming Methodology II
- Offered and accepted a Part-Time Tutor position for CS2103/T: Software Engineering
- Registered for and enrolled in exclusive application-based modules:
  - CS3217: Software Engineering on Modern Application Platforms – Class size of only 40 students per semester
  - CS3216: Software Product Engineering for Digital Markets – Class size of only 45+ students per semester

Related coursework: Programming Methodology I & II, Independent Software Development Project, Discrete Math, Data Structures and Algorithms, Software Engineering, Database Systems, Introduction to Computer Networks, Introduction to Computer Security, Software Engineering on Modern Application Platforms

## **SKILLS & ABILITIES**

### **Programming Languages**

Java | Swift | SQL | Python | Go | C | C# | JavaScript | HTML | CSS

### **Libraries, Framework and Tools**

Git | GitHub | PostgreSQL | MySQL | MongoDB | Spring Boot | ReactJS | Heroku | AWS S3 | Gradle | Maven | Postman

## **EXPERIENCE**

### **Rakuten | Software Engineer Intern | May 2022 – Present**

- Designed microservice APIs using Java Spring Boot with TDD approach (JUnit)
  - Created back-end REST APIs for multiple features used by an estimated 10,000 clients daily
- Introduced mocks for testing integration of cloud computing services such as AWS S3
- Maintained code coverage above 90% (Jenkins, SonarQube) and updated documentation of existing systems (Confluence)
- Participated in agile development with scrum framework (sprint grooming and planning, daily scrum meetings, sprint reviews and retrospectives)

## **PROJECTS**

### **Peggle Clone | <https://github.com/BryannYeap/Peggle>**

- Applied multiple design patterns i.e. MVVM, Delegate Pattern, Decorator Pattern, and Publisher-Subscriber Pattern
- Built an extensible 2D physics engine from scratch
- Wrote comprehensive documentation inclusive of PlantUML diagrams, markdown, testing strategy, and design choices

### **Cat Telegram Bot | <https://github.com/BryannYeap/Cat-Telegram-Bot>**

- Incorporated filtering, formatting, and presenting data from an external API provider
- Integrated persistence using a multi-cloud database service (MongoDB Atlas)

### **Cardbox | <https://github.com/cs3217-2122/group-project-cardbox>**

- Developed a multiplayer iOS card game framework that involved networking and online NoSQL database management (Cloud Firestore)
- Implemented the Request-Response protocol used to communicate between players
- Experienced working on a project totaling up to approximately 10,000 lines of code

### **Recruit In | <https://github.com/AY2122S1-CS2103T-F11-2/tp>**

- Worked on a CRUD application with both Command-Line Interface (CLI) and Graphical User Interface (GUI)
- Code base incorporated design patterns such as Façade Pattern, Observer Pattern, and Command Pattern