BRYANN YEAP KOK KEONG

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EDUCATION

NATIONAL UNIVERSITY OF SINGAPORE (NUS)

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 **Programming Methodology II**
· Worked as a Part-Time Tutor position for the following modules: **Software Engineering, Computer Organisation**
· Registered and successfully enrolled in exclusive (only ~40 students per semester) application-based modules:
  o CS3217: **Software Engineering on Modern Application Platforms**
  o CS3216: **Software Product Engineering for Digital Markets**
  o IT2900: **Technical Management and Leadership**
· Related coursework: Programming Methodology, Independent Software Development Project, Discrete Math, Data Structures and Algorithms, Database Systems, Introduction to Computer Networks, Introduction to Computer Security

SKILLS & ABILITIES

Programming Languages

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

Libraries, Framework and Tools

Git | GitHub | PostgreSQL | MySQL | MongoDB | Spring Boot | ReactJS | SwiftUI | Next.js | Prisma | Bootstrap | Express

EXPERIENCE

Google Developer Student Club NUS | Back-End Lead | Aug 2022 – Present
· Worked on a project that involved collaborating with and providing practical solutions for *The Food Bank Singapore Ltd*
· Facilitated development of the back-end architecture for an education-based content management system
· Involved in the reviewing and approving of code written by fellow members

Rakuten | Software Engineer Intern | May 2022 – July 2022
· Designed microservice APIs using Java Spring Boot with TDD approach (JUnit)
  o 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
· Participated in agile development with scrum framework

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

Cardbox | https://github.com/cs3217-2122/group-project-cardbox
· Developed a multiplayer iOS card game framework that involved computer networking and online NoSQL database management (Cloud Firestore)
· Devised and implemented a Request-Response protocol used for communication between players

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)

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