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:
  o CS3217: Software Engineering on Modern Application Platforms – Class size of only 40 students per semester
  o 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)
  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 (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