

DANIEL YONG ZHEN XUN

Entry-level Software Developer with experience building full-stack web features and Python projects. Strong in debugging and clear technical communication. Ready to contribute to reliable feature delivery and continuous learning.

Work Experience

Software Developer Intern

- Built Flask REST features and responsive UI.
- Fixed defects through reproduction and validation.
- Delivered sprint tasks via Git/PR workflows.

Grab
May 2027 - Oct 2027

Part-time Instructor

- Delivered robotics/coding lessons to >30 mixed-ability students.
- Guided step-by-step debugging.

NK Robotics
Jan 2025 - Present

Software Developer Intern

- Supported robotics sessions by guiding students through challenges, troubleshooting issues, and giving targeted feedback.

Nullspace Robotics
Dec 2024 - Present

Education / Qualifications

Diploma in Applied Artificial Intelligence & Analytics (GPA 4.0)

Nanyang Polytechnic
2025 - 2028

GCE O-Level Certificate (L1R5 12/10)

Nan Hua High School
2021 - 2024

AI Fluency Framework & Foundations

Anthropic
2025

Certified Entry-Level Python Programmer

Python Institute
2025

Contact Information

danielyongzx@gmail.com

 [LinkedIn Profile](#)

 [GitHub Profile](#)

+65-8292-3677

[Personal Portfolio](#)

Achievements

- AWS GenAI Tournament Winner 2026
- Huawei Tech4City Participant 2025
- IDE Robotics Participant 2025
- HacX Challenge Participant 2025
- WRO Secondary Participant 2022

Skills & Expertise

- Full-Stack Development
- Web Technologies
- Python
- Flask
- C#
- HTML / CSS
- Javascript
- SQL
- Data Analysis Skills
- Computer Networking
- Game Development Tools

Personal Projects

CareSwap — Full-Stack Web Platform

- Contributed to full-stack development for an intergenerational help & skill-exchange platform by implementing and refining features tied to core user flows.
- Built and integrated Flask-based web functionality and structured data handling, coordinating changes with teammates to keep UI consistent and features working end-to-end.
- Tested and iterated on features based on integration needs, demonstrating ownership in delivering working modules within a team.

Algorithmic Automation Bots — Python

- Built automation scripts for game-like challenges (e.g., Wordle, Rhythm Plus, Minesweeper), focusing on decision logic, repeatability, and robustness.

Games — Unity / Godot

- Developed small games (bullet-hell / platformers) by implementing player movement, game states, and gameplay loops.

Python Utilities — Practice Builds

- Built small applications (tic-tac-toe, calculators, etc.) to strengthen clean logic and correctness.

Interests

- Coding
- Web Development
- App Development
- Cloud
- Game Development
- Robotics
- 3D Graphics/Design