

DANIEL YONG

ZHEN XUN

Entry-level software developer with experience shipping web features in a sprint environment. Built Flask REST endpoints and supported responsive UI work during a Grab internship; comfortable with debugging, Git/PR workflows, and collaborating in teams. Interested in building polished, user-facing web experiences and learning modern frontend frameworks.

Work Experience

Software Developer Intern

- Completed 25+ sprint tasks, building Flask REST features and supporting responsive UI updates.
- Reproduced and validated defects before integration, improving release reliability.
- Contributed code through Git and pull request workflows in a team environment.

Grab

May 2027 - Oct 2027

Part-time Instructor

- Delivered robotics lessons to 30+ mixed-ability students, adapting explanations and improving learner outcomes.
- Guided step-by-step debugging.

NK Robotics

Jan 2025 - Present

Software Developer Intern

- Supported robotics sessions for 40+ students, troubleshooting issues and providing targeted feedback under time constraints.

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

Personal Portfolio

 [LinkedIn Profile](#)

 [GitHub Profile](#)

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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.

NYP Badminton CCA Website — Full-Stack Web Platform

- Designed and built a website concept for NYP Badminton CCA to present club highlights, activities, and engagement touchpoints in a cleaner, more visual user flow.

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.

Algorithmic Automation Bots — Python

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

Interests

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