

Immanuel Chia Qi Xiang

Year 2 Computer Science Undergraduate from NUS with an unwavering drive to improve and evolve.

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PROFESSIONAL SUMMARY

I am a self-driven problem solver who takes great pride in developing solutions to real-life issues, while enjoying competitive programming as a hobby. I devote myself fully to the things I take up, striving to improve myself as I do so.

WORK EXPERIENCE

Computing for Voluntary Welfare Organisations | Full-Stack Developer Intern

May 2023 - Aug 2023

- Developed an admin dashboard for a multi-tenanted system, facilitating efficient staff management across 13+ agencies with ~400 staff members.
- Pioneered a deduplication feature that empowers staff to merge profiles efficiently and effectively.
- Led the onboarding and data in-migration process of a new client onto the system, ensuring a smooth and seamless transition.
- Tech Stack: Go, GORM, PostgreSQL, TypeScript, React

National University of Singapore | Teaching Assistant

Aug 2023 - Dec 2023

- Conducted weekly tutorials, evaluated weekly programming assignments, and held consultations for 8 Computer Science freshmen.
- Teaching Feedback Score: 4.8/5.0 (Department Average: 4.3), with 75% nomination for teaching awards.

SKILLS

Programming Languages:

C++, Java, Go, Python, SQL, JavaScript, TypeScript, Ruby

Technologies:

React, Redux, PostgreSQL, Git, Firebase, Flask, Ruby on Rails, Tailwind CSS, HTML, CSS

EDUCATION

Bachelor of Computing in Computer Science | National University of Singapore

Aug 2022 – Dec 2025

- GPA: 5.0/5.0
- Dean's List: AY2022/23 Semester 1, AY2023/24 Semester 1
- Top Student Award: Programming Methodology, Data Structure and Algorithms
- Top 3% for Programming Methodology II, Top 5% for Software Engineering, Top 10 for Data Structures and Algorithms Speed Contest
- Captain for NUS School of Computing in Inter-Faculty Games 2023 (Floorball)

PROJECTS

Forum Web Application

Dec 2022

- Engineered a forum web application with Ruby on Rails backend and React frontend for users to connect with each other.
- Deployed application with frontend hosting on Netlify and backend services on Render.

Score-keeping Mobile Application

Apr 2022

- Developed a mobile application to record, track and rank players in a customised floorball tournament, utilising Android Studio with Java and Cloud Firestore Firebase.
- Application randomises teams, dictates matches to be played, and tracks the individual scores of players.

Booking bot-script

Feb 2022

- Developed a python bot-script, utilising Selenium Webdriver, to monitor and autonomously secure early slots in a public reservation system.