

Lim Meng Shin

Student at Dunman High School

A driven tech enthusiast with a passion for turning ideas into reality. I love building projects to explore new technologies and hone my coding skills.



mengshin.me

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WORK EXPERIENCE

Student Researcher

Singapore University of Technology and Design

04/2023 - Present

Achievements/Tasks

- Developed an algorithm to identify code plagiarism and distinguish between human and AI-generated code with up to 93% accuracy.
- Submitted research paper to the Association for Computing Machinery (ACM) conference on Innovation and Technology in Computer Science Education (ITiCSE).

PERSONAL PROJECTS

Class Funds Management System (02/2023 - 03/2023)

- Worked with a classmate to develop a website for our class to view their remaining funds and track past transactions.
- Allows our class secretary to easily update and manage our class funds when purchasing notes for our class.

Economics chatbot (02/2024 - Present)

- A chatbot that acts as a personal assistant to students taking the A Levels Economics subject.

Damegue (01/2022 - 10/2022)

- Damegue is a website that can determine the chances of a user having the dengue virus, and show the predicted number of dengue cases in an area using artificial intelligence and machine learning.
- Built using Python and Flask.

Recipely (10/2020 - 12/2020)

- As part of the Swift Accelerator Programme, our team created Recipely, an all-in-one recipe app developed for iOS devices, built using Swift.

Habit tracker + task app (02/2024 - Present)

- A habit tracker and task app built using Flutter and Dart.
- Includes a feature where users can redeem rewards upon completion of tasks or habits.

AI Chess engine (11/2023 - 12/2023)

- A chess engine that uses the minimax algorithm to determine the best move to play at any given position.
- Built using Python.

EDUCATION

A-Level

Dunman High School

2023 - Present

Subjects

- H2 Computing
- H2 Mathematics
- H2 Physics
- H2 Economics

O-Level

School of Science and Technology

2019 - 2022

SKILLS

Creativity

Critical thinking

Adaptability

Problem-solving

Communication

Teamwork

Data Analysis

C++

Python

Flutter

Dart

Swift

SQL

HTML

Flask

CSS

JavaScript

Excel

Artificial Intelligence

Machine Learning

ACHIEVEMENTS

Gold Award in BEBRAS (2023)

BEBRAS is an international initiative aiming to promote Informatics and computational thinking.

SST Book Prize - Top in cohort for Computing (Secondary 4) (2022)

Bronze Award in the National Olympiad in Informatics (2022)

NOI emphasises creativity in problem solving on the one hand, and programming skill and expertise on the other.

App Development with Swift Level 1 (2021)

The Level 1 certification recognizes knowledge of the Swift programming language, app developer tools, and core components of apps.

CO-CURRICULAR ACTIVITIES

Infocomm Club (2023 - Present)

SST Inc. (2019 - 2022)

Robotics @APEX (2019 - 2022)

Swift Accelerator Programme (2020)

LANGUAGES

English

Native or Bilingual Proficiency

Chinese

Professional Working Proficiency