

Guan Chen Di

I am a self-motivated and driven individual with an avid interest in software development. Utilizing my 8 years of experience as a roboticist, I am able to systematically break down complex problems and produce the most efficient solution. Despite only learning programming languages this year, I managed to attain at least top 35% in all of the competitions that I take part in.

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AWARDS AND ACHIEVEMENTS

World robotic olympiad — *International competition*

Nov 2015, wro2015.org

Represented Singapore at an international level in Qatar, Doha. This prestigious competition invites countries' top representatives to compete in building a robot and programme it for a mission in the most efficient and shortest time possible.

National Robotics Competition — *National competition*

August 2017, science.edu.sg/for-schools/competitions/national-robotics-competition

Attained 1st runner-up for presentation of our team's robot and programme, where we explained in depth about our robots' design and its programme.

DSO-NUS CTF — *Local competition*

27 Feb 2021 - 28 Feb 2021, ctf-dso.ncl.sg

Achieved top 27% locally. DSO-NUS, organised by National University of Singapore (NUS), aims to teach fundamental principles and skills in cybersecurity. This notoriously hard competition targets all tertiary institution students and challenges them with a series of herculean problems.

Cyberthon — *Local competition*

8 May 2021, cyberthon.hci.edu.sg

Achieved top 30% locally. Cyberthon, organised by Hwa Chong Institution (College Section), in collaboration with Centre for Strategic Infocomm Technologies (CSIT) and Defence Cyber Organisation (DCO), targets tertiary institution students to enthuse and inspire students to develop crucial skills relating to Infocomm Technology.

UIUCTF — *International competition*

30 July 2021, uiuc.tf/scoreboard

Achieved top 17% internationally. UIUCTF, organised by special interest Group for Computer Security (SIGPwny) at the University of Illinois in Urbana-Champaign. This international competition pits international competitors up against each other and challenges them to solve numerous complex problems relating to cybersecurity and programming.

WORK EXPERIENCE

School of Robotics — *Instructor*

Nov 2018 - Dec 2018

Mastered and guided students on the fundamentals of robotics and programming using the LEGO Ev3 Mindstorm software at School of robotics, an enrichment centre for robotics and coding activities. Students have gone on to win robotics and programming awards from multiple competitions.

TECHNICAL SKILLS

Languages:

- Python

Technologies:

- Flask

- Databases

EDUCATION

River Valley High School

Jan 2017 - Dec 2022

PROJECTS

League of learning

June 2020 - July 2020,
tinyurl.com/2020leagueoflearning

Self learnt, designed and coded an educational game using Unreal engine and blender. League of Learning aims to make online learning more enjoyable for all students through gamifying online lectures and tutorials.

Availability

Late Nov ~Dec