

RESUME

Wang Jiefan

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EDUCATION

NUS High School of Mathematics and Science

2013-2018

- Diploma w/ High Distinction
- Honours in Computing Studies. Majors in Mathematics, Physics and Chemistry.
- Graduation Cumulative Average Point: 4.5
- Extracurricular Involvement
 - Debate and Oratorical Society, Executive Council (2016), Member (2013-2018)
 - Appventure (Computing Studies Interest Group), Member (2018)

National University of Singapore

2020-(Ongoing)

- Bachelor of Computing Computer Science (Sophomore)
- Cumulative Average Point: 4.1
- Extracurricular Involvement
 - NUS GDG (Games Development Group) Member (2020-Ongoing)

STACK & EXPERIENCE

- Proficiencies:

◦ C++	(3 years)	▪ Pytorch	(2 years)
◦ Java	(6 years)	▪ PwnTools	(1 year)
◦ Javascript	(6 years)	◦ Android SDK	(1 year)
▪ ReactJS	(3 years)	◦ GIMP	(2 years)
▪ VueJS	(1 year)	◦ Blender	(2 years)
◦ CSS	(6 years)	◦ DaVinci Resolve	(3 years)
◦ Python	(5 years)	◦ PostgreSQL	(2 years)
- Fluent in English, conversant in Chinese

PROJECTS AND CONTRIBUTIONS

Knuckleclone (2022)

- Personal Project (300 hours)
- Web-based adaptation of the dice minigame from Cult of the Lamb (2022)
<https://github.com/Nafeij/kbclone>

Paper: Towards 3D Image Analysis of Multicellular Tumor Spheroids (2018)

- Group Project (3 members)
- Computationally Modelling Extracting features of imaged cross-sections of MCTS to correlate to drug response.
- Singapore Science and Engineering Fair (SSEF) 2012 – Bronze award
https://drive.google.com/file/d/1mYW7v9tuhdy4PRyHg_-yzCw_zE6vh2Ie/view?usp=sharing

PySlidingWindow (2022)

- Personal Project (100 hours)
- Hybrid loss-resilient packet-based data transmission protocol, demoed in Python.
<https://github.com/Nafeij/PySlidingWindow>

EMButton (2016 - 2017)

- Group Project (2 members)
- An Android app-based SOS panic button that sends a custom GPS-tagged text message to emergency services.
<https://github.com/RuerainElonwyn/embutton>

Banner Saga Web Map (2018 - Present)

- Personal Project (100 hours)
- Web version of map of The Banner Saga video game, using React.js
<https://nafeij.github.io/react-map/>

Video Game Mods (Various)

I reverse-engineer, modify and bug-fix video games in my spare time.

- The Banner Saga (2018 – 2020)
- <https://www.nexusmods.com/thebannersaga/mods/1>
- Journey (2020 – Present)
- <https://www.nexusmods.com/journey/mods/1/>
- War on the Sea (2021 – Present)
- <https://steamcommunity.com/app/1280780/discussions/3/5671690972174045737/>

Other Projects (Pytorch, CSS and React.js): <https://github.com/Nafeij>

I also volunteer as a SmartNation Ambassador and Meals on Wheels partner at volunteer.gov.sg

AWARDS

National Infocomm Competition 2016

Second Place, Most Innovative

Nanyang Polytechnic, Ang Mo Kio

SiTF Awards 2016

Best Innovative ICM Student Project (Finalist)

MediaCorp Centre, Commonwealth

Canadian Computing Competition (Senior)

Distinction

University of Waterloo, Ontario

DSO STAR Award

NUS High School of Mathematics and Science, Clementi

Singapore Pre-University Seminar 2017

Participation (Team Leader)

Code::XtremeApps:: Competition 2016

Open Category (Participation)

For more info, visit <https://nafeij.me>