

# Chan Wei Feng

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## SUMMARY

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Highly motivated NTU Computer Science student pursuing a Bachelor's in Computer Science. Demonstrates robust programming and data-analysis and development capabilities—exemplified by the innovative projects produced—and hands-on experience using Python, C#, and WebApp technologies. Possesses a strong foundation in discrete mathematics, probability, and algorithmic thinking. Eager to tackle technical challenges by leveraging analytical rigor, software-development skills, and a drive for continuous learning.

## EDUCATION

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### Nanyang Technological University, Singapore

Present

Bachelor of Computing (Honours) in Computer Science

- Specialization: Game Development, Web Development & Data Analytics | Focus Area: Artificial Intelligence
- Relevant Coursework: Foundations of Programming (Python)
- Additional Coursework: IMDA Unity

### Anderson Serangoon Junior College

Jan 2021 - Nov 2022

GCE 'A' Levels

- Subjects: Mathematics, Physics, Chemistry, Economics

### Chung Cheng High School (Main)

Jan 2018 - Nov 2021

GCE 'O' Levels

- Subjects: Additional Mathematics, Mathematics, Physics, Chemistry, Higher Chinese, English Literature, History

## EXPERIENCE

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### Web Developer

Dec 2024 - Present

#### Full Stack Web Development (Freelance)

- Designed UI for websites for clients from the tuition industry (Landing page: [www.notebynotesg.com](http://www.notebynotesg.com))
- Conducted rigorous tests and to ensure full functionality
- Leveraged statistical and computational tools to increase conversions
- Used industry relevant technologies to ensure a smooth pipeline
- Created a Database to store customer's information for marketing purposes

### Game Developer

June 2024 - Present

#### Created a 2D Pixel Turn-Based Fighter, Charge (Self-initiated)

- Turned a local popular hand-gesture styled game (Scissors-Paper-Stone/Thumb Wrestling/Shadow Boxing) into a playable mobile game on android
- Designed intricate Game Mechanic and Logic by leveraging Statistics and Data Structures
- Produced Pixel Art by leveraging open-source applications and AI.
- Ensured Game Stability through conducting rounds of Play Testing and code refinement
- Implemented clean programming while using critical thinking to solve problems and debug

## SKILLS

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- Languages: Python, C#, Javascript, TypeScript, HTML
- Libraries and Frameworks: React, TailwindCSS
- Office: Excel, Powerpoint, Word
- Adobe: Photoshop
- Native English and Mandarin proficiency

## AWARDS

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- Ministry of Education, Edusave Merit Bursary Award (x4)
- Ministry of Education, Good Progress Award

## EXTRA CURRICULAR ACTIVITIES

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- Participated: Singapore Chemistry Junior Olympiad, NTU Physics Challenge, Singapore Amazing Flying Challenge
- Interviewed and selected for Peer Support Leader by school to initiate a project educating students regarding social phenomenons such as boundaries, improving student welfare.
- Choir (2012-2021), Basketball (2021-2022)