

EDUCATION

Nanyang Technological University (NTU)

Aug 2022 – Jun 2026 (Expected)

- Bachelor of Engineering, **Information Engineering and Media**
- **ASEAN Undergraduate Scholarship Recipient**
- Honours (Distinction - expected). Current CGPA: 4.17 / 5.00

WORK EXPERIENCE

ZEIRA PTE. LTD

Software Engineer Intern

Oct 2024 – Dec 2024

- **Skills:** NestJs, AWS
- Collaborated with a senior software engineer to implement a chatbot for the Lark messaging platform, integrating Elasticsearch for knowledge retrieval and a large language model for natural language understanding.
- Designed the chatbot's agent system logic and interactions to effectively address user needs and provide relevant information.

VEBITS AI PTE. LTD

Software Engineer Intern

April 2024 – Aug 2024

- **Skills:** Python, TypeScript, JavaScript, HTML, CSS, ReactJS, AngularJS, Flask, Django, Node.js, Expo Go
- Enhanced web application security by implementing CAPTCHA, Two-Factor Authentication (2FA), encryption, authentication, role management, and access control.
- Developed and maintained workflows to dynamically present data based on user categories, providing personalized experiences.
- Designed and implemented a dynamic checklist page for a mobile application using React and Expo Go, ensuring seamless user experience and efficient data handling on both iOS and Android platforms.

ACADEMIC PROJECTS

Project: *E-commerce Web Application*

Jan 2024 – May 2024

- **Skills:** JavaScript, Java, HTML, CSS, Bootstrap, HTTP, SQL, MySQL
- Developed a dynamic and user-friendly e-commerce web application (UI/UX).
- Key features encompassed product and order management, dynamic content updates, input validation, and user authentication. Implemented a robust database system for data storage and retrieval.

Project: *Designing and Development of 3D Racing Game*

Jan 2024 – May 2024

- **Skills:** Unity, C#
- Led a team of 3 members to develop a fully functional 3D racing game in Unity.
- The game featured two exhilarating maps with simple terrain for diverse racing environments, third-person controller, dynamic sound effects, timer, and achievement storage.

Project: *Designing and Development of Connect4 Game*

Dec 2024 – Feb 2024

- **Skills:** Python, Pygame, Mini-Max, Git, Project Management
- Designed a Connect4 game in Pygame with a comprehensive gameplay, an intuitive interface, and advanced logic, offering dual modes for player-vs-player and player-vs-computer interactions.
- Crafted a Mini-Max algorithm-based AI opponent capable of defeating human players with a 95% success rate.

Project: *Netflix Movies and TV Shows Prediction*

Aug 2023 – Nov 2023

- **Skills:** Python, Data Manipulation, Data Analysis, Machine Learning (Decision Tree, Linear Regression, K-Means Clustering)
- Performed thorough exploratory data analysis to uncover key insights on the 38M Netflix movie dataset.
- Built simple text similarity-based recommendation models, capitalizing on the initial data analysis findings.

Project: *Predicting Housing Price*

Aug 2023 – Nov 2023

- **Skills:** R, Linear Regression, Data Cleaning, Data Preprocessing
- Led a team of five members to build a predictive analytics system, utilizing regression models on historical housing data to estimate potential real estate selling prices.

Project: *Designing and Development of Sudoku Game*

Jan 2023 – Apr 2023

- **Skills:** Java, Object-Oriented Programming, Project Collaboration
- Developed a Sudoku game application, complete with a user-centric interface, multiple difficulty settings, auditory feedback, visual animations, and integrated timer functionalities.
- Built the game's framework using object-oriented programming (OOP) practices to ensure modularity, maintainability, and scalability.

SKILLS

- **Software Programming:** Python, Typescript, R, C, C++, Java, JavaScript, HTML, CSS3, Git, SQL.
- **Software Applications:** MySQL, Visual Studios Code, Jupyter, Expo Go.
- **Frameworks:** NumPy, Pandas, Matplotlib, Plotly, Scikit-Learn, PyGame, Flask, Django, JWT, AngularJS, ReactJS
- **AI & Machine Learning:** Decision Tree, Linear Regression, K-Means Clustering

LEADERSHIP & CO-CURRICULAR ACTIVITIES

- NTU Faith Based Community, Marketing Director** Aug 2023 - Present
- ***Skills:*** leadership, design, social media management, communication.
- NTU Freshmen Orientation Camp, Head of VNNTU Camp** Sep 2022 - Sep 2023
- ***Skills:*** leadership, communication, time management, interpersonal and organizational skills.
 - Secured S\$3000 from sponsors to organize a dynamic 2-day camp for 140 participants.