

Terence Ho Wei Yang

github.com/vielheim | e0388997@u.nus.edu | [linkedin.com/in/thwy/](https://www.linkedin.com/in/thwy/) | <https://terencehwy.netlify.app/> |

EDUCATION

National University of Singapore

Aug 2019 – May 2023

Bachelor of Computing in Computer Science

Relevant Coursework: Software Engineering, Database Systems, Operating Systems, Data Structures and Algorithms, Artificial Intelligence/Machine Learning

EXPERIENCE

Google

Software Engineer Intern, CameraX Team

May 2022 – Aug 2022

Technologies: Kotlin, Android Jetpack

- Design and implement an application that integrates CameraX functionalities and Jetpack Compose, a new, state-of-the-art UI library. The application serves to derive insights about the compatibility of the two libraries.
- The insights are used to shape the direction of CameraX API
- Provide testing to ensure that the integration proceeds smoothly

ByteDance

Backend Engineer Intern, Technical Infrastructure

Jan 2022 – Apr 2022

Technologies: Python, Django

- Designed and implemented back-end services for ByteDance Cloud Platform
- Conceptualised and developed a service for ByteDance developers to manage databases without the need to write SQL code

Net6tem Pte. Ltd.

Software Engineer Intern

May 2021 – Aug 2021

Technologies: React.js, Node.js (Express), JavaScript, MySQL

- Developed a web application to assist Net6tem's Human Resources team to manage internal operations
- Collaborated with Project Manager and conceptualised UI/UX designs for the application.
- Designed the application infrastructure with the CTO and implemented the application's features

National University of Singapore

CS2030 Programming Methodology II Teaching Assistant, School of Computing

Jun 2020 – Aug 2020

Technologies: Java

- Trained students in Object-Oriented Programming and Functional Programming techniques
- Planned and prepared lab materials, feedback on code quality on the students' weekly assignments

PROJECTS

TourMate | Swift, SwiftUI, Google Firebase

Jan 2022 – May 2022

- TourMate is a collaborative iPad application that allow groups to plan their overseas trips. Features an interactive calendar, conflict-resolution functionality comments and upvote systems that makes planning seamless. Part of CS3217 Software Engineering on Modern Application Platforms

SmartBrain | JavaScript, React.js, HTML/CSS, Node.js (Express.js), PostgreSQL

May 2021

- Web application that detects human faces from image URL using Clarifai Face Detection Models.

Rest in Peace | Unreal Engine 4, C++

Jan 2021 – Apr 2021

- A top down 3rd person action game developed using Unreal Engine 4 and C++ where you collect different energy crystals while battling zombies. Part of CS3247 Game Development Module.

PIVOT | Java, JavaFX, CSS, Junit, Gradle

Aug 2020 – Dec 2020

- Served as team lead for the project. Led the team to develop an organisational tool as part of CS2103 Software Engineering Module. Spearheaded front-end development with CSS.

SNUS | Kotlin, Google Firebase, Android Jetpack

May 2020 – Aug 2020

- An android application with a planner, profile, messaging and module information using the NUSMods API aimed to boost student connection and productivity with information stored on Cloud Firestore. Achieved the top 20% among the entire cohort (Artemis Award). Part of CP2106 Independent Software Development Project (Orbital).

SKILLS

Languages: Python, Java, Javascript, SQL, Swift (iOS), Kotlin (Android)

Libraries and Tools: React.js, Node.js, Django, MySQL, PostgreSQL, Cloud Firestore, Android Jetpack