

# Cheryl Ng

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## EDUCATION

### NATIONAL UNIVERSITY OF SINGAPORE

BComp in Computer Science  
(Honours)

University Scholars Programme  
Aug 2018 - May 2022  
CAP: 4.0

### Raffles Institution

GCE "A" Levels

Jan 2016 - Dec 2017

Completed H2 Physics, Mathematics,  
Economics, Knowledge and Inquiry

## ACTIVITIES

USP Data Journalism Competition 2019 -  
2nd Place

AngelHack Hackathon 2018 - Participant

Singapore International Film Festival

Youth Jury Critics Programme

USProductions - Sounds Team Leader

University Scholars Club Spaces

Sub-Committee - Member

The Cinnamon Conversations -

Organising Team

Pan-Asian Student Forum - Facilitator

2nd Place at National Future Problem

Solving - Community Problem Solving

Project - Team Leader

Youth-For-Causes Project Dreamcatcher -

Team Leader

Raffles Institution 36th Students' Council

- Vice-Captain

## HONOURS

Public Service Commission Scholarship  
(Engineering)

Raffles Diploma with Distinction in

Community Involvement, Merit in

Character and Leadership, Merit in Arts  
and Aesthetics

## SKILLS

### PROGRAMMING

Java • Javascript • Python • LaTeX •  
Swift

### MEDIA AND FILM PRODUCTION

Production • Video Editing (Premiere  
Pro, Final Cut Pro) • Sound Design •  
Image Editing (Photoshop)

## WORK EXPERIENCE

### SLUSH SINGAPORE | PROGRAM/SPEAKERS MANAGEMENT TEAM

LEADER

Jul 2018 - Oct 2018

- Part of the core team that led 200+ volunteers
- Liaised leaders in the start-up and innovation field to curate speeches
- Handled logistics for the main stage of Slush Singapore 2018

### TINKERTANKER | INSTRUCTOR + FRONT-END WEB DESIGN INTERN

Jan 2018 - Mar 2018

- Assisted in developing Swift iOS curriculum for premier Swift Accelerator class in collaboration with Apple, Singapore.
- Taught digital electronics lessons with BBC micro:bit under the IMDA Digital Maker programme, for secondary school students, MOE teachers in collaboration with Microsoft and enrichment courses with PSA
- Worked on front-end development, marketing and publicity strategy for Tinkertanker and Get Hacking store
- Developed skills in 3D modelling, prototyping real-life solutions using 3D printing and laser cutting technology

### LAND TRANSPORT AUTHORITY SINGAPORE | SPECIAL PROJECTS INTERN, RESEARCHER

Dec 2017

- Worked under Special Operations team in long-term policy-making.
- Wrote and published a 60-page report analyzing the ride-hailing industry within 4 different case studies to understand factors involving its success in different regions, within 3 weeks of intensive research.
- Presented report findings to Chief Executive and board in internal media presentation, awarded 3rd placing for research efforts

## ORGANISATIONAL EXPERIENCE

### UNIVERSITY SCHOLARS CLUB FRESHMAN ORIENTATION PROJECTS | VICE-PROJECT DIRECTOR

Aug 2018 - Present

Led a team of 100 students in planning FOP 2019 for 250 incoming students, serving as liaison between external NUS administration and committee

### USP MAKER STUDIO | TEAM LEADER

Sep 2018 - Present

Led a team to conceptualise and furnish prototyping studio with 3D Printer, soldering irons and electronics kits. Developed Maker culture within USP through conceptualising digital electronics and design masterclasses.

### INVENT PROJECT | TEAM LEADER

Sep 2018 - Present

Created web application, the Alpha Meal, using HTML, CSS, NodeJS and Yelp API. Placed in finals of Singapore Computer Society's Splash Challenge.

### INTERSECTION OF TRADITION AND TECHNOLOGY | ORGANISING TEAM MEMBER

Dec 2018 - Feb 2019

Organised first student-run study trip in 6 years, liaising with Japanese enterprises and universities to arrange company tours and lectures