Zhu Yufan

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Yufannnn

https://yufannnn.



Education

Aug 2021 – May 2025

■ National University of Singapore

B.Sc in Computer Science with 2nd Major in Statistics, Focus Area: Artificial Intelligence

GPA: 4.5/ 5.0

Feb 2019 – Dec 2020

Eunoia Junior College

A Level result: AAAA/A

Scholarship and Awards

2023 Honor List of Student Tutors for Excellence in Teaching

2021-2025 NUS Science and Technology Merit Scholarship Recipient

2016-2020 MOE School-based Scholarship (SM1 Scholarship) Recipient

Research Publications

2024

A Personalized Learning Tool for Physics Undergraduate Students Built On a Large Language Model for Symbolic Regression

Yufan Zhu, Zi-Yu Khoo, Jonathan Sze Choong Low, Stephane Bressan. In Proceedings of the 2024 IEEE Conference on Artificial Intelligence.

Employment History

May 2024 - August 2024

■ Machine Learning Research Engineer Intern, A*STAR

Conducted QA, model training, and compatibility checks for ML on homomorphically encrypted data. Skills: software testing, API testing, ML, data security.

Jan 2024 - May 2024

Generative Artificial Intelligence Engineer Intern, KiWi Augmented Retail Technology Led a team of three to develop a pipeline for automatic poster generation using Stable Diffusion and LLM. Skills: backend API development, microservice design, object recognition, and product management.

Relevant Experience

May 2024 - Aug 2024

Research Assistant, National University of Singapore

Participated in a paper on Artificial Intelligence Generated Content in Marketing with PhD student Bruce Yang, supervised by Professors Li Xiaofan and Qiao Dandan, under CP2107 Independent Introduction to CS Research (Odyssey).

July 2024 - Present

Research Assistant, Nanyang Technological University & A*STAR

Participated in developing a Quantum Enhanced Machine Learning research project supervised by Professor Gu Mile of NTU and Dr. Jayne Thompson of A*STAR.

May 2023 - Present

Student Researcher, National University of Singapore

Undergraduate Research: Worked on Symbolic Regression with LLMs under Professor Stephane Bressan and Dr. Khoo Zi-Yu, achieving an A+ grade. Final Year Project (Ongoing): Developing an FHE Model for Evaluating LLMs on MAMBA Architecture, supervised by Professor Xiao Xiaokui and Dr. Jin Chao from A*Star.

Aug 2022 - Present

Teaching Assistant, National University of Singapore

Conducted weekly tutorials and labs, graded assignments, and held consultations for CS1101S (Programming Methodology), CS2100 (Computer Organization), and CS2106 (Introduction to Operating Systems).

Nov 2022 - Present

Student Tutor, Raffles Institution Boarding School

Organize events and provide academic and living support to boarders. Assist in upgrading the boarding school management system.

Project Experience

Ongoing

Design Your Own Module

Collaborating with Gtriip, a startup tech company, to develop an AI chatbot for hotel management using RAGflow, under the supervision of Dr. Prabhu at NUS.

Bayesian Stroke Prediction (CS3263 - Foundation of AI)

Led a team of three to develop a Bayesian modeling approach for stroke prediction, which won the **Best Project Award** in CS3263 under Professor Leong Tze Yun.

Morning Duty Tool and Night Duty Tool, Raffles Institution Boarding School

Led a team of three to develop web and desktop tools to streamline task management for student tutors at Raffles Institution Boarding School, including daily roll calls, morning checks, and prep checks.

TutorPro (CS2103T - Software Engineering)

Led a team of four to create a desktop software solution for private tutors, simplifying administrative tasks and enhancing workflow efficiency.

2022

Personal Portfolio Website

Developed a personal portfolio website using HTML, CSS, and JS, with Cloudflare and AWS services such as S₃ and CloudFront, showcasing my personal experiences and interests.

AI Agent for "Breakthrough" (CS2109s - Introduction to AI and ML)

Designed an AI agent for the "Breakthrough" board game, employing advanced algorithms, such as iterative deepening minimax search, for strategic gameplay.

Volunteer Experience

Aug 2019

Programming Mentor for Underprivileged Kids

Taught a basic programming language, Scratch, to primary students from low-income families, enhancing their digital literacy.

Skills

Languages

Programming Languages

Databases

Web Development

Machine Learning and Data Science

DevOps and Tools

Other Skills

English (proficient), Mandarin Chinese (proficient)

Python, Java, C++, C, R, JavaScript, HTML, CSS, Bash, LaTeX, Markdown

MySQL, PostgreSQL, MongoDB, SQLite

HTML, CSS, JavaScript, React, Node.js, Django, Flask

NumPy, Pandas, PyTorch, TensorFlow, Scikit-Learn, OpenCV, Stata

Git, Docker, JIRA, Linux, AWS Services (EC2, S3 etc.), Google Cloud Platform

Academic research, teaching, technical writing, project management