Muhammad Adam Bin Muhammad Laili Lim

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CAREER OBJECTIVE

My aim is to develop a career in technology management. My specific areas of interest are in intelligent systems, data analytics and project management. My longer term career goals include managing my own tech-related company/team on something that I am passionate about.

EDUCATION

Nanyang Technological University (NTU) - Singapore

Aug 2014 - Present

- Bachelor of Engineering Science (Computer Science) & Master of Science in Technology Management, Renaissance Engineering Programme (REP)
- Current CGPA: 4.91/5.0 (after Year 3), expected to graduate in Dec 2018

Northwestern University (NU) - Illinois, USA

Sep 2016 - Jul 2017

- 3rd year overseas exchange programme part of REP
- Segal Design Certificate (applying design thinking in team-based, cross-disciplinary settings)

PROFESSIONAL EXPERIENCE

PrydeVR - Illinois, USA

Dec 2016 - Aug 2017

CoFounder and Founding Engineer of startup from entrepreneurship project in NU

- Designed and implemented AWS + Unity3d backend infrastructure
- Conducted initial business development for startup

Cisco openBerlin - Berlin, Germany

Jun 2016 - Sep 2016

Overseas summer internship

- Developed backend infrastructure for IoT applications
- · Researched on and applied microservices architecture on Docker platform

CO-CURRICULAR ACTIVITIES

Makers' Lab REP, President

Jun 2017 - Present

- Led planning and running of engineering bootcamp for incoming batch of 60 freshmen
- Leading a team of passionate makers in conducting workshops and events for the school (topics include Arduino programming, prototyping skills and design thinking)

Wildhacks, Best Social Hack & Top 10 teams

November 2016

 Team of 4 - lead programmer in developing a smart waste bin that sorts between trash and recyclables at NU's annual college hackathon, using Arduino and Python

PROFESSIONAL SKILLS

Programming Languages (in order of proficiency): Python, C/C++, HTML/CSS, Java, Javascript, C#

Software: Amazon Web Services, Unity3d, Arduino, Matlab, Solidworks, iMovie, Adobe Photoshop/InDesign