Alistair Ong

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EDUCATION

NATIONAL UNIVERSITY OF SINGAPORE
BComp in Computer Science (Honours)
University Scholars Programme
Expected Dec 2020 | Singapore
CAP: 4.24/5.0 (3.4/4.0)

THE UNIVERSITY OF TEXAS AT AUSTIN
BS in Computer Science (Honors)
Spring 2019 Exchange | Austin, TX
GPA: 3.86/4.0

ANGLO-CHINESE SCHOOL (INDEPENDENT)
International Baccalaureate
Grad. Dec 2013 | Singapore

AWARDS

2018	USP Honour Roll
2012	Standard Chartered Most Creative Apprentice
2010	Edusave Scholarships for Integrated Programme Schools (ESIP)

SKILLS

LANGUAGES
Experienced:
Java • C • Javascript
Familiar:
Swift • Python • HTML & CSS

FRAMEWORKS AND TOOLS
React • Redux

COURSEWORK

UNDERGRADUATE
Advanced Operating Systems
Artificial Intelligence
Algorithms and Complexity
Computer Networks
Software Engineering

SOCIETIES

NUS Students' Computing Club
NUS University Scholars Club
NUS USP Livecore

EXPERIENCE

SEA | Software Engineering Intern
May 2019 – Aug 2019 | Singapore, SG
- Worked on SeaTalk Web in Sea's Labs Division, SeaTalk team.
- Optimizing web and desktop app by caching to prevent excessive re-rendering.
- Created a standalone React-Redux web app for mock events management.

SPARK SYSTEMS PTE LTD | Software Engineering Intern
May 2018 – Aug 2018 | Singapore, SG
- Created a mailer system with Amazon SES and JavaMail to automate creation and sending of files to both external and internal clients.
- Implemented automation suite for regression tests on GUI using TextFX.

MINISTRY OF HEALTH | Intern, Non-Communicable Diseases Division
Jan 2016 – July 2016 | Singapore, SG
- Planning of NurtureSG's data collection phase comprising of focus group discussions
- Researched into healthy programmes, initiatives in other countries to compile good practices to use in Singapore.

TEACHING EXPERIENCE

NATIONAL UNIVERSITY OF SINGAPORE
Teaching Assistant, Computer Architecture
Aug 2018 – Dec 2018 | Singapore, SG

PROJECTS

EZCARD | Swift
- An iOS app for quick exchange and updating of contact information.
- Implemented model and logic for CRUD in app, implemented search functionality.
- Made using Swift and Firebase.

AOS | C
- Implemented shell on skeleton microkernel-based Barrelfish OS on an ARMv7 core PandaBoard ES using capabilities for physical and virtual address management, spawning of processes and IPCs.
- Implementation included an RPC handler for message passing of keyboard commands to shell process from main init process.

THETRACKER | Java
- An address book to keep track of friends, students and the modules and events they are in.
- Implemented deep and shallow copies of objects for proper object model update and references.
- Made using Java and JavaFX.

SERVICE

2017	Vice Project Director	SoC Sports Camp 2018 NUS Students' Computing Club