

**Education****University of Maryland (UMD)***Master of Science in Human-Computer Interaction (HCIM)*

- Coursework: Programming Human interfaces, Fundamentals of HCI, Interaction Design

College Park, MD, USA

August 2025 – May 2027

**National University of Singapore (NUS)***Bachelor of Engineering in Computer Engineering, Minor in Business Management*

- Concentration in Interactive Digital Media; graduated with honors.

Singapore

August 2019 – July 2023

**Experience****L'Oréal****Data Analytics Specialist (Full-Time)**

- Engineered predictive ML application with a responsive web UI, optimizing usability for 200+ business users across 10+ APAC markets and improving promotional efficiency by 24%.
- Designed dashboards for real-time analytics adoption, and interfaces to generate market predictions, reducing data team dependencies.
- Managed project timelines and deliverables through agile sprints, ensuring on-time delivery and alignment with business objectives.

Singapore

July 2023 – August 2025

**Enterprise Architecture Intern**

- Built Power BI dashboards reducing access time to application data by 90%.
- Designed application storefront in Power Platform, improving information discoverability by 50%.
- Optimized database size by 30%, reducing load time by 20% for smoother dashboard usage.

May – September 2022

**SP Digital**

Singapore

**Full Stack Developer Intern**

- Built 150+ production-ready pages using React/JavaScript, reducing customer support tickets by 20% through improved navigation and performance.

June – December 2021

**Certifications and Skills****Google Cloud Certified-Cloud Digital Leader (GCP)**

December 2023

**Development & Interactive Media:** React, Flutter, Unity3D, Unreal Engine, AR/VR, OpenGL, XR Interaction Toolkit, Pico XR toolkit**Programming & Data:** Java, Python, C/C++, C#, JavaScript, SQL, pandas, NumPy, PyTorch**Tools & Platforms:** Git, Docker, Power BI, Figma, Jupyter, Android Studio, GCP**Projects****Virtual Reality Medical Emergency Simulator**

March – May 2023

*Unity3D, C#, Oculus, XR Interaction Toolkit*

- Designed and developed immersive VR medical training simulator in Unity3D, achieving smooth interactions on consumer-grade hardware.
- Achieved Silver accolade in the 22nd STEPS student semester project showcase.

**Music and Lyrics Transcription App**

October – November 2022

*Python, React, Speech Brain, ASR, Webapp*

- Developed Python + SpeechBrain pipeline for AI-driven melody & lyrics transcription, achieving F1 score of 0.75 and 18–20% WER.

**ShooT IT**

January – May 2022

*Unity3D, C#, MQTT, Vuforia*

- Created an augmented reality laser tag system that integrates physical action with gameplay to create an immersive gaming experience
- Employed Unity, Vuforia and C# to create the augmented reality component of the gameplay.
- Implemented the game logic using C# and MQTT to send game state data from the server to the game devices with a lag of around 50ms.

**TrailTales**

May – August 2020

*Flutter, Figma, Firebase, Dart, Google Maps API*

- Designed and developed a cross-platform app during COVID-19 to promote safe domestic tourism in Singapore.
- Built high-fidelity mockups in Figma and implemented the app using Flutter, Firebase, and Google Maps API.
- Launched public beta with 20+ participants, gathering feedback to improve UX and app performance.

**Leadership experience****UX Terps (UMD)**

Aug 2025 – Present

**External Outreach**

- Directed student outreach and community engagement at the First Look Fair.
- Managed the planning and coordination of internship panels, connecting peers with industry professionals.
- Secured sponsorships and resources for the Makeathon, a 24-hour hackathon.

**ECE Undergraduate Student Council**

August 2020 – August 2023

**Vice-President**

- Spearheaded ECE Career Fair planning, driving 30% attendance growth through targeted outreach and stakeholder alignment.
- Spearheaded the marketing of events and outreach campaigns, leading to a 25% increase in student engagement with council events.
- Facilitated the 2021 Freshman Welcome Party, resulting in a 90% satisfaction rate among attendees based on post-event surveys.

**NUS Entrepreneurship Society**

August 2019 – May 2021

**President of Marketing and Communications**

- Ran recruitment campaign boosting membership applications by 50%.
- Co-organized and publicized an international entrepreneurship event with 300+ attendees from Singapore & India.