

Education

University of Maryland (UMD)	College Park, MD, USA
<i>Master of Science in Human-Computer Interaction (HCIM)</i>	August 2025 – May 2027
• Coursework: Programming Human interfaces, Fundamentals of HCI, Interaction Design	
National University of Singapore (NUS)	Singapore
<i>Bachelor of Engineering in Computer Engineering, Minor in Business Management</i>	August 2019 – July 2023
• Concentration in Interactive Digital Media; graduated with honors.	

Experience

L'Oréal	Singapore
<i>Data Analytics Specialist (Full-Time)</i>	July 2023 – August 2025
• 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.	
<i>Enterprise Architecture Intern</i>	May – September 2022
• 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.	
SP Digital	Singapore
<i>Full Stack Developer Intern</i>	June – December 2021
• Built 150+ production-ready pages using React/JavaScript, reducing customer support tickets by 20% through improved navigation and performance.	

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

<u>Virtual Reality Medical Emergency Simulator</u>	March – May 2023
<i>Unity3D, C#, Oculus, XR Interaction Toolkit</i>	
• 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.	
<u>Music and Lyrics Transcription App</u>	October – November 2022
<i>Python, React, Speech Brain, ASR, Webapp</i>	
• Developed Python + SpeechBrain pipeline for AI-driven melody & lyrics transcription, achieving F1 score of 0.75 and 18–20% WER.	
<u>Shoot IT</u>	January – May 2022
<i>Unity3D, C#, MQT, Vuforia</i>	
• 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.	
<u>TrailTales</u>	May – August 2020

<i>Flutter, Figma, Firebase, Dart, Google Maps API</i>	
• 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
<i>External Outreach</i>	
• 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
<i>Vice-President</i>	
• 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
<i>President of Marketing and Communications</i>	
• Ran recruitment campaign boosting membership applications by 50%.	
• Co-organized and publicized an international entrepreneurship event with 300+ attendees from Singapore & India.	