BRIAN LIM YEN SING

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EDUCATION

National University of Singapore (NUS)   **Expected Aug 2027**
Bachelor of Science in Business Analytics   GPA 4.93/5.00
Bachelor of Social Sciences in Economics   GPA 4.92/5.00

Hwa Chong Institution   **Jan 2015 – Dec 2020**
GCSE 'A' Level, 6 Distinctions

RELEVANT EXPERIENCE

Software Developer, College of Alice and Peter Tan (CAPT)   **Aug 2024 – Present**
- Created birthday bot through Telegram API to promote inclusivity in my house
- Created lounge booking bot to streamline bookings made through Telegram messages. Has currently processed over 100 bookings

Data Analyst/Engineer, Factorem   **May 2024 – Aug 2024**
- Designed effective SQL queries to extract and manipulate data for business insights and reporting.
- Engineered data pipeline from various sources and implemented data transformation processes to convert raw data into meaningful and actionable insights while ensuring data accuracy.
- Provided data-backed insights to identify weak points in supply chain, empowering company to source for partners with similar capabilities based on crucial metrics identified.
- Collaborated with other developers and team members to ensure thoughtful and consistent user experiences.
- Reduced reliance on third-party contractors for marketing analysis and insights by integrating Google Ads API into native platforms.
- Familiarised myself with industry standards CI-CD pipelines.

Fullstack Developer, National University of Singapore   **May 2024 – Aug 2024**
- Developed [mobile app](#) designed to bring football analytics conveniently to fans and budding enthusiasts.
- Leveraged TensorFlow to build a machine learning algorithm that provides accurate predictions for future matches.
- Engineered a [user-friendly frontend](#) while abiding good software engineering principles when implementing features like detailed team and player cards, saving personalised content and notifications for finished matches.
- Integrated Firebase for real-time data management
- Managed backend deployment on Google Cloud Platform, ensuring scalability and reliability.

Creative Technologist, National University of Singapore   **Aug 2023 – Nov 2023**
- Created front-end prototype for online application for budding local artists to promote their artwork
- Learnt and implemented good UI/UX design practises to ensure smooth workflow.
- Attained top 5 positions in Social Impact Catalyst case competition.

Game Developer   **May 2023 – Aug 2023**
- Created a [2D fighting game](#) with single and multiplayer game modes using vanilla JavaScript and Flask.
- Designed player, enemy and attack sprites to ensure smooth attack and moving animations.
- Applied state management concepts with data-fetching techniques to create a local leaderboard system.

SKILLS

Libraries and Frameworks
- React, React Native, TensorFlow, Flask, Pandas, Vaex.

Programming Languages
- Python, Java, JavaScript (ES2015+), TypeScript, HTML, CSS, R.

Tools and Platforms
- GitHub, Firebase, Docker, Figma, Google Cloud Platform, Tableau, Postman.

Leadership Skills
- Student mentor for students from New Town Secondary School and foster children under various programmes in College of Alice and Peter Tan (CAPT).
- NUS Judo Varsity Team Vice-Captain AY24/25.

AWARDS AND SCHOLARSHIP

- NUS Merit Scholarship
- NUS School of Computing Dean's List 23/24 Semester 1 and Semester 2
- Orbital Apollo-11 23/24

COURSES

- CS50X – Online Introductory Course to Computer Science by Harvard University
- freeCodeCamp – JavaScript Game Development Course for Beginners