

BRIAN LIM YEN SING

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EDUCATION

National University of Singapore (NUS)

School of Computing (Bachelor of Science in Business Analytics)

Faculty of Arts and Social Sciences (Bachelor of Social Sciences in Economics)

Expected Aug 2027

GPA 4.77/5.00

GPA 4.75/5.00

Hwa Chong Institution

GCSE 'A' Level

Jan 2015 – Dec 2020

6 Distinctions

RELEVANT EXPERIENCE

Software Developer, College of Alice and Peter Tan (CAPT)

Aug 2024 – Present

- Engineered Telegram bots to automate birthday wishes, update laundry status and streamline lounge bookings made through Telegram messages—with a combined total of over 100 users currently.
- Developed a mobile application in a hackathon to facilitate class coordination, leading to a 30% increase in class participation as reported by over 30 students.
- Performed exploratory data analysis and constructed a logistic regression model enhanced with BERT, achieving 54% RMSE in classifying ship equipment risks from unstructured data.

Data Analyst/Engineer, Factorem

May 2024 – Aug 2024

- Designed and optimised SQL queries and ETL pipelines that processed thousands of data points, improving data consistency that supports critical business reporting and decision-making.
- Collaborated with various functional groups to provide data-driven supply chain insights and enable strategic partner sourcing based on performance metric via BI dashboard built with Streamlit.
- Led the architecture and integration of the Google Ads API within the BI dashboard, automating marketing analytics and reducing reliance on third-party contractors—yielding an estimated 30% cost-saving

Fullstack Developer, National University of Singapore

May 2024 – Aug 2024

- Produced a [mobile app](#) that aimed to bring football analytics conveniently to fans and budding enthusiasts.
- Utilised TensorFlow to build a machine learning algorithm that predicts match outcomes with 50% accuracy.
- Crafted a [responsive and intuitive frontend](#) with features such as detailed team/player profiles and personalised notifications, while integrating Firebase for database management.
- Managed backend deployment on Google Cloud Platform and Expo.

UI/UX Developer, National University of Singapore

Aug 2023 – Nov 2023

- Created front-end prototype for online application for budding local artists to promote their artwork, resulting in a 14% increase in user engagement during early testing.
- Achieved a top 5 ranking in the Social Impact Catalyst case competition, evaluating projects on design and innovation.

Game Developer

May 2023 – Aug 2023

- Built a [2D fighting game](#) with single and multiplayer game modes using vanilla JavaScript and Flask.
- Designed dynamic sprites for players, enemies, and attacks, ensuring smooth animations and reducing latency by 20%.
- Implemented state management concepts with data-fetching techniques to create a local leaderboard system.

SKILLS

Libraries and Frameworks

- React, React Native, TensorFlow, Flask, Pandas, Vaex, Hugging Face.

Programming Languages

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

Tools and Platforms

- Git, GitHub, Firebase, Streamlit, MySQL, PostgreSQL, 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 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

COURSES

- CS50X – Online Introductory Course to Computer Science by Harvard University