

# Bernard Teo Zhi Yi

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## SKILLS AND ABILITIES

- Proficient in (modern) C++, C, C#, Java; some experience with JavaScript, Swift
- Strong algorithmic problem solving skills
- Familiar with multi-threaded programming and atomic operations, including lock-free data structure design
- Have experience with Visual Studio and Git for multiple projects

## INTERESTS

- Algorithmic problem solving, data structures and algorithms, parallel programming, zero-cost abstractions, modern C++

## NOTABLE COMPETITIONS

### ACM-ICPC ASIA REGIONALS

- Ranked 1<sup>st</sup> at ACM-ICPC Asia Yangon On-Site Regional Contest 2018
- Ranked 7<sup>th</sup> at ACM-ICPC Asia Singapore On-Site Regional Contest 2018
- Ranked 5<sup>th</sup> at ACM-ICPC Asia Jakarta On-Site Regional Contest 2017

### INTERNATIONAL OLYMPIAD IN INFORMATICS (IOI)

- Bronze Medal in 2013
- Participation in 2012

### GOOGLE CODE JAM

- 295<sup>th</sup> globally in 2018
- 834<sup>th</sup> globally in 2017
- 166<sup>th</sup> globally in 2016
- 952<sup>th</sup> globally in 2015

### DISTRIBUTED CODE JAM

- 155<sup>th</sup> globally in 2017
- 79<sup>th</sup> globally in 2016

### SINGAPORE MATHEMATICAL OLYMPIAD (SMO)

- Silver Award for Open Category in 2013 and 2014

## NOTABLE PROJECTS

### CIRCUIT SANDBOX

GitHub repository: <https://github.com/btzy/circuit-sandbox>

Summary poster: <https://btzy.github.io/circuit-sandbox-poster.pdf>

May-August 2018, NUS Independent Software Development Project

- Circuit Sandbox is an open-source desktop cross-platform (Windows, Mac, Linux) sandbox simulation game built with SDL2.0 and designed to be fast and efficient
- Consists of over 12000 lines of C++ code utilizing various C++11/14/17 features
- Implement separate simulation, rendering, and file I/O threads that almost always communicate in a wait-free manner
- Implement generation of circuit graph, and other performance optimizations

### SELECTED OTHER PROJECTS

- celestia.io — 2015-2017, Personal Project — Online multiplayer game, server written in multi-threaded C++11 using WebSocket++
- wasm-codegen — March 2017, Personal Project — JavaScript library for writing WebAssembly bytecode

## OTHER EXPERIENCE

### NATIONAL OLYMPIAD IN INFORMATICS (NOI) SCIENTIFIC COMMITTEE

Jan-Mar 2017

- Design and prepare task statements, and ensure quality control of the tasks for the competition



## EDUCATION

2017-present

**National University of Singapore**  
**BComp (Hons) in Computer Science**  
**BSc (Hons) in Applied Mathematics**  
**Double Degree Programme**

**Current CAP (as of December 2018):**

**5.00 out of 5 (BComp)**

**4.94 out of 5 (BSc)**

Notable modules taken:

- CS2103T Software Engineering
- CS2100 Computer Organization
- CS2105 Intro. to Computer Networks
- CS2106 Intro. to Operating Systems
- CS3210 Parallel Computing
- CS3230 Design and Analysis of Algorithms
- CS3233 Competitive Programming
- CS4231 Parallel and Distributed Algorithms
- MA2101 Linear Algebra II
- MA2104 Multivariable Calculus
- MA2108S Mathematical Analysis I (S)
- MA3218 Applied Algebra

2009-2014

**Hwa Chong Institution**  
**Science and Mathematics Talent**  
**Programme**

## SCHOLARSHIP

NUS Merit Scholarship recipient

## TEACHING

Teaching assistant for

CS2030 Programming Methodology II:

- Spring 2018 (score: 4.7 out of 5)
- Fall 2018 (score: 4.8, 4.6 out of 5)

## LINKS

- GitHub: [@btzy](https://github.com/btzy)