

# Bernard Teo Zhi Yi

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## SKILLS AND ABILITIES

- Extremely proficient in (modern) C++
- Proficient in Rust, C, C#, Java; some experience with JavaScript, TypeScript, Swift
- Strong algorithmic problem solving skills
- Familiar with multi-threaded programming, including atomics and lock-freedom

## INTERESTS

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

## WORK EXPERIENCE

### SOFTWARE ENGINEER INTERN — JUMP TRADING LLC

June-August 2019, 2020 | C++14/17/20

- In 2019: Attended a four-week training programme, followed by six weeks of work on the market data portion of the trading platform used by trading teams
- In 2020: Built an order gateway for a new exchange; utilised C++20 coroutines to bring usability improvements to internal testing tools

## NOTABLE COMPETITIONS

### ACM INTERNATIONAL COLLEGIATE PROGRAMMING CONTEST (ICPC)

- Ranked 1<sup>st</sup> at Kuala Lumpur and 4<sup>th</sup> at Bangkok On-Site Regional Contest 2019
- Ranked 62<sup>nd</sup> at World Finals 2019
- Ranked 1<sup>st</sup> at Yangon and 7<sup>th</sup> at Singapore On-Site Regional Contest 2018
- Ranked 5<sup>th</sup> at Jakarta On-Site Regional Contest 2017

### INTERNATIONAL OLYMPIAD IN INFORMATICS (IOI)

- Bronze Medal in 2013
- Participation in 2012

### GOOGLE CODE JAM

- 163<sup>th</sup> globally in 2020
- 51<sup>st</sup> globally in 2019
- 295<sup>th</sup> globally in 2018
- 834<sup>th</sup> globally in 2017

### DISTRIBUTED CODE JAM

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

## 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 | C++17

- 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

## OTHER EXPERIENCE

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

January-March 2017, January-July 2020

- Designed and prepared task statements, and ensured quality control of the tasks
- Chaired the NOI Scientific Committee in 2020



## EDUCATION

2017-present

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

**Current CAP (as of June 2020):**

**5.00 out of 5 (BComp)**

**4.92 out of 5 (BSc)**

Notable modules taken:

- CS3203 Software Engineering Project
- CS3210 Parallel Computing
- CS3230 Design and Analysis of Algo.
- CS3233 Competitive Programming
- CS4215 Programming Language Impl.
- CS4231 Parallel and Distributed Algo.
- CS4234 Optimisation Algorithms
- CS4261 Algorithm Mechanism Design
- MA3110S Mathematical Analysis II (S)
- MA3111 Complex Analysis I
- MA3218 Applied Algebra
- MA3233 Combinatorics and Graphs II
- MA4211 Functional Analysis

## 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)

Teaching assistant for

CS2106 Introduction to Operating Systems:

- Fall 2019 (score: 4.6 out of 5)

## LINKS

- GitHub: [@btzy](https://github.com/btzy)
- LinkedIn: [bernard-teo](#)
- Personal Website: [bernardteo.me](https://bernardteo.me)