Seah Yi Yi Chloe

chloeseah@u.nus.edu | +65 9132 5312 | LinkedIn | Website

EDUCATION

NUS BUSINESS SCHOOL, NATIONAL UNIVERSITY OF SINGAPORE — Singapore
Master of Science in Business Analytics (expected graduation Aug 2023) — Aug 2022 – Present
- Specialisation in Big Data Analytics Techniques

MULTI-DISCIPLINARY PROGRAMME, NATIONAL UNIVERSITY OF SINGAPORE — Singapore
Bachelor of Engineering (Honours) in Computer Engineering — Aug 2019-May 2022
- CAP 4.71/5.0, Honours (Highest Distinction), AY2021/22 Semester 1 Deans' List
- NUS Engineering Scholars Program (E-Scholars)
- NUS Overseas Colleges (Ho Chi Minh), UTown College Programme (RC4)
- NUS Dance Ensemble, NUS Chinese Dance

EXPERIENCE

GOVERNMENT TECHNOLOGY AGENCY (GOVTECH) — Singapore
AI Engineer/Engagement Manager Intern (Data Science and Artificial Intelligence Division) — May 2022 – Jul 2022
- Worked in Engagement Management team to get 3 new agencies onboard our product.
- Created use case dashboards with Microsoft Excel for business analytics use, allowing the team to look at upcoming trends and needs in the market, as well as potential users to onboard onto our product.
- Worked on 3 different Proof-of-Concepts which established and convinced agencies of the feasibility of our solutions. This included training and testing different AI models, proposing future steps for agencies to further improve on the model, as well as developing a minimum viable product for deployment of the model.
- Conducted demonstrations of our product to potential users, fitting demonstrations to their use case to create a convincing presentation.

GIGACOVER (Provides insurance services to gig workers, freelancers and self-employed professionals) — Singapore
Product Software Engineer Intern (Data Team) — Jan 2021 – Jul 2021
- Contributed greatly towards the Data Team as the only employee in the team for the first half of the internship. Cleaned up and restructured the database for readability and further use.
- Set up reporting database for reporting of company's status to investors. Created data visualization charts for reporting of company's data to country managers across Singapore, Indonesia, and Philippines. This made it easier for business intelligence and analytics, to understand how the company is performing.
- Automated user update to Mailchimp's user database. This relieved the work on the business team as they no longer have to manually import new customers into Mailchimp's mailing list.
- Created communications module to facilitate email communications with clients. This optimised the codebase, making it easier for future use.

P & JS GIFT HOUSE (B2B Gift Shop) — Singapore
Administrative Assistant — Jan 2019 – Jul 2019
- Developed and updated spreadsheets and databases to track, analyse and report on performance and sales data. This increased efficiency in the company as everything is digitalised, allowing the staff to refer to the documents easily without having to search for physical copies.
- Prepared packages for shipment, pickup and courier services for prompt delivery to customers. This greatly expedited delivery time to customers as I was more tech-savvy in the company, allowing me to prepare packages much faster.

SKILLS

- Languages: Fluent in English and Chinese (Spoken and Written)
- Programming languages: C, C++, C#, Java, Python
- Web development: HTML, CSS, Javascript, Django, Node.js, Heroku, React-JS
- Application Development: React-JS, Unity
- Database: PostgreSQL, SQL, Hadoop, Spark, Google Data Studio, Tableau
- Hardware design: Verilog, Circuit design

ACTIVITIES

HACKATHONS
- Top 96 in Shopee Ultra-Hackathon 2021; developed a comparison feature to help users compare between similar products.
- Finalists in NUS Fintech Hackathon 2021.

- Finalists in NUS Hack for Good 2021; developed a telegram bot to help minimise knowledge gaps for youths towards volunteering organisations.
- Participated in NUS Hack&Roll 2021.
- Participated in DB-SNU Hackthon 2021; passed Round 1.
- Participated in NUS HackLife 2021; developed a mobile application, JioLeh, to connect gamers online to find friends to game with. Learned React-JS through the hackathon.

NATIONAL UNIVERSITY OF SINGAPORE
- Artemis Level (Highest level) in NUS Orbital 2020; developed a mobile application on Unity to help secondary school students study better with reinforcement learning.
- Programmes Committee for NUS Faculty of Engineering ENGINCamp 2020; planned games and events for the incoming freshmen. Learnt to consider various concerns from several stakeholders in terms of safety, bonding together as a group and advertising sponsorships.
- Orientation Group Leader for NUS Residential College 4's Freshmen Orientation Camp 2020; led a team of 12 freshmen to introduce the school and residential college to them. Further developed ability in managing a team, working with fellow leaders and communicating with organising committee.
- Item I/C for NUS Dance Ensemble Internals 2020; manage communication between Item Choreographers and Dance Committee to facilitate dance practices and logistics.

NOTABLE PROJECTS

COMPUTER ENGINEERING CAPSTONE PROJECT
- Design project where students were required to recreate a laser tag game in groups of 5.
- In charge of AI software and hardware development for gesture recognition in the game.
- Achieved an F1 score of more than 90% in validation and more than 80% in real-world testing.
- Software and tech used include Python for neural network training, C++, Pynq, Xilinx Vivado and Vitis ML for hardware programming.
- Hardware used include Accelerometer, Xilinx Zynq Ultra96-V2.

NATURAL LANGUAGE PROCESSING PROJECT ON FAKE NEWS DETECTION
- NLP project to experiment, develop and compare several machine learning models on fake news classification into 4 types: Satire, Hoax, Propaganda, Reliable News. Also analysed why and when the best performing LSTM model failed to perform.
- Models explored: Naïve Bayes (NB), Logistic Regression (LR), Random Forest Model (RF), Multi-Layer Perceptron (MLP), Convolutional Neural Networks (CNN), Long Short-Term Memory (LSTM).
- Achieved a best result of 70% using the LSTM model.
- Learnt the importance and impact of pre-processing the data and extracting features from the data, as well as the significance of having a good representation of data distribution as compared to the real-world data.