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Personal Statement

Who am I?

I am a Junior undergraduate at the National University of Singapore (NUS) pursuing a Bachelor of Computing in Computer Sciences, specialising in Computer Graphics and Databases. Now, I am a full-time student and part time Developer on BillsGen – which is an Invoice Management SAAS product that I launched in my free time during school. In my free time, I write on Curating Churros about the intersection of Tech and Society, sharing my personal analysis on the developments of recent tech trends.

Work Experiences

My work experiences revolve largely around the start-up scene in Singapore. After graduating from the Singapore Army as its top performing Army Lieutenant and platoon commander, I was immediately brought into 99.co, a property portal start-up operating in South East Asia as a Human Resource and Talent Acquisition Intern. In my role, I was immediately thrown into the deep end and made responsible for hiring a total of 7 Junior Full Time and internship roles, all of which I was able to fill in short notice with good matches.

With some convincing, I was able to get Darius, 99's Group CEO to approve my participation as a central figure in a Series B fundraising round occurring then. It was a successful SGD 15.8 million fundraise, where we hosted Allianz as our lead investors. Fresh off our successful fundraise, we then immediately went ahead with expansions in Indonesia. Due to stellar work and appreciation for my worth ethic, my CEO entrusted me with the role of Management Trainee, where I was to help stabilise the merger acquisition of multiple Indonesia property portals – Rumah123 & UrbanIndo.

Upon arriving in Indonesia, I was given a Sales Operations and Product Management, while also getting a raise in salary and commensurate authority so that I can make more decisions on behalf of the company. I was able to help reorganize the operations and turn around the acquired business to the tune of 50% month on month improvement while I was in Indonesia. However, I was not able to stay on since I had to start my university education.

After going to school and picking up the fundamentals of Computer Sciences at NUS, I was later brought back to transition into Full Stack Engineering Internship at the company, given the strong cultural fit and mutual interest in expanding internal operations. In particular, we focused on an internal CRM application that had to be built entirely from scratch alongside a senior developer who mentored me closely as we worked night and day to deploy the application to a team of 15 internal salespeople. The experience built my eye for detail and scalable system design principles that I can bring anywhere for future development roles, particularly for early-stage start-ups.

Outside of the private sector, I also had numerous government opportunities. I first served as the Media Comms Liaison at ASEAN Defence Ministerial Meeting – which had 500 men involved in the week-long event. I also served as a part time Correspondent for Advisory, a government backed project to connect youths with career mentors.

Other Unique Experiences

As previously mentioned, while in school I also started a small SAAS project in my free time. It was born out of the pressing needs of a close contact working in the tuition industry. Taking those needs, I was able to build a product that perfectly suited their needs, which I unfortunately had to shut down temporarily due to my participation in the NOC program. In addition, I was a high school athlete, being a member of a 15 men Basketball team that went to National Games. I also have strong public speaking skills as I served as the Singapore delegate to THIMUN, the world's foremost Model United Nations event held at the United Nations Headquarters.

What can I do and what are my internship objectives?

My main skillset lies in web development, with a strong slant towards user centred design principles and an understanding of modern interaction designs. Through experiencing success and failure in my SAAS projects, I have an understanding of what works and what does not. I am currently pursuing full-time internship opportunities at San Francisco, California, from Jan 2022 onwards, in Frontend Web Development or Mobile development. I am particularly interested in AR/VR development projects and interested in Product Management in addition to engineering work.

While I may not be fully capable of Enterprise level Mobile Development or AR/VR product development jobs, I am a quick learner with a solid foundation in Unity, OpenGL and past Kotlin hobby development projects and will do whatever it takes to get up to speed before starting any internship offered in those domains.

Education

Aug 2019 - Present	National University of Singapore Bachelor of Computing (First Class Honors) in Computer Science (Course details in Appendix A)	Singapore
Jan 2015 - Dec 2016	Hwa Chong Junior College <ul style="list-style-type: none">• Singapore-Cambridge General Certificate of Education Advanced Level• Subjects: Physics(A), Chemistry(A), Mathematics(A), Economics(A)	Singapore

Work Experience

99.co (Singapore) & PT Ninety-Nine Dotco, Indonesia 2019 - 2021

Full Stack Engineering Intern

Responsibilities & Achievements:

- Managed frontend feature prioritization and app development for Internal CRM Console
- Managed backend app and database schema planning
- Dockerise and manage live deployment of application to 15 internal users with revenue of 2 million SGD
- Utilized: MongoDB, Tornado (Async Python framework), Next.js, React, Redux, Typescript

Management Trainee

Responsibilities & Achievements:

- Managed Daily Scrum Meetings and Weekly Sprint Prioritization of Backlog for in house CRM product in Indo
- Sold long term home rental business line for 130% net profit
- Implemented Ticket Management and Google Data Studio to monitor business metrics
- Helped achieve month on month 50% improvement in contribution margins to the business lines

Personal Projects

Dec 2019 – Current

NUS Game Development Group (GDG) Exco and Web Dev (Ongoing)

- Lead Web Developers Department to implement re-designed website via React and NextJs
- Write articles and design content schedule for NUS GDG club, designs made in Figma
- Supporting Tech: React.js, NextJs

billsgen.com - SMB Invoice Management (Freelance SAAS - Sunset)

- React SPA for 2 self-sourced clients to log invoices and send recurring notifications via email
- Deploy Django Backend with PostgreSQL DB to support operations
- Utilized: Django, Django Rest Framework, Nginx, Docker & D-Compose, Postgres, React.js, Bootstrap4

Unity AR App & 2D/3D Unity Desktop Games (Hobby)

- Explored AR Foundation, the latest cross platform (mobile) technology
- Allows users to be able to detect planes, dynamically generate prefab objects and 3D models from within the application based on real world surroundings
- Utilized: C#, AR foundation, Unity Game Engine

Flash-Notes (Flashcard management Desktop app)

- Implemented Desktop UI and text commands bar for fast typists managing their flashcards
- Incorporated various design patterns to ensure code quality and maintainability
- Acted as Project Lead for 5 members - Design and Feature Management
- Utilized: JavaFX, Java, Gradle, GitHub (Project Management), Persistent Storage in JSON files

Anki Bulk Create (Python Script to turn word document into Flashcards)

- Handy API used by 2 other fellow students during the past semesters for revision purposes
- Utilized: Open-source Anki Connect API, Python

Scholastic Achievements/Extracurricular Activities

Aug 2010 - Present	Scholarship NUS Merit Scholarship (Bond-free, given for academic excellence)	Singapore
Aug 2019 - Current	School Contributions <ul style="list-style-type: none">• Exco for NUS Game Development Group, Web Development Department• Member of Conjoint Consulting (Consulting for Good)• Member of NUS Chinese Drama and performed as Second Male Lead in flagship NUS Arts Festival event	Singapore
Jan 2015 - Dec 2016	Hwa Chong Junior College <ul style="list-style-type: none">• Member of Basketball Team (National level)• Delegate to the prestigious THIMUN Netherlands held in UN HQ	Singapore

Skill Sets & Proficiency

Web	HTML, CSS Bootstrap JSP technology	Proficient Intermediate Basic
Programming	Python JavaScript Java C/C++ C# Shell Scripting	Proficient Proficient Intermediate Intermediate Intermediate Basic
Database	Postgres DBMS PostgreSQL	Proficient Proficient
Server Management & Network	Server Setup/Maintenance – Nginx & Docker DNS Record Management	Intermediate Intermediate
Operating Systems	Linux Windows 7, 10	Intermediate Intermediate
Non-technical Skills	Project Management Writing/Publications Public Speaking and Emceeing Web Design and Game Design	Proficient Proficient Proficient Intermediate

Language Proficiency

Spoken	English – Professional; Mandarin – Professional; Bahasa Indonesia - Conversational
Written	English – Professional; Chinese – Professional

Additional Information

NIL

Degree: Bachelor of Computing (First Class Honors) in Computer Science
Cumulative Average Point: 4.61 / 5.00

Year	Level	Course Description	Grades
Aug – Nov 2019	Year 1/Semester 1	Programming Methodology	A-
		Industrial Engineering Principles and Practices	B+
		Physics	A
		Mathematics I	B+
		Asking Questions	CS
Jan – May 2020	Year 1/Semester 2 and Special Sem	Data Structures and Algorithms	A+
		Linear Algebra	A+
		Material Engineering Principles and Practice	A+
		Industrial Engineering Principles and Practices II	A
		Quantitative Reasoning	A
		Probability and Statistics	A-
		Programming Methodology II	B+
Aug – Nov 2020	Year 2/Semester 1	Software Engineering Project #	A
		Effective Communication for Computing Professionals	A
		Introduction to Computer Networks	A-
		Discrete Structures	A-
		Critical Analysis of Advertising	A-
Jan – May 2021	Year 2/Semester 2	Database Systems	A
		Computer Organization	A-
		Design and Analysis of Algorithms	B
		Ethics in Computing	S
		Living With Mathematics	S
Aug – Nov 2021	Year 3/Semester 1	Operating Systems	In-progress
		Game Design	In-progress
		Interaction Design	In-progress
		Introduction to Computer Graphics	In-progress
		Communication in the Information Age	In-progress

The **Software Engineering Project** focuses on designing and implementing a Desktop App tool catered towards fast typists. My group elected to create Flash Notes, a program targeted at simplifying the process of flashcard management for revision purposes. The program reads in a typed command with given formats and produce a set of flashcards. This is a project done in a team of 5 people. This team is further sub-divided into 2 teams with 3 and 2 members each. The 2 teams would tackle 2 different areas, namely the Frontend and the Backend. The Application handles the parsing and storing of the input into its data structures. The final result is then displayed to the user via a native Desktop App using a Graphical User Interface (GUI) developed in JavaFx.

NUS Grading Scale:

A+ & A (5.0); A- (4.5); B+ (4.0); B (3.5); B- (3.0); C+ (2.5); C (2.0); D+ (1.5); D (1.0); F (0)

S = Satisfactory; U = Unsatisfactory

CS = Completed Satisfactorily; CU = Completed Unsatisfactorily

EXE = Exempted; IC = Incomplete; IP = In Progress; W = Withdrawn