

Chu You Chia

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Education

National University of Singapore 2019 - 2023

- Major and CAP: BEng Computer Science, CAP 4.6
- Achieved A/A+: CS2040 DS & Algo, CS2103T Software Eng, CS2102 Databases, MA1508E Linear Algebra
- Other Accolades: NUS Merit Scholarship Recipient (2019-2023), PAYM Silver Award

Relevant Work Experience

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

Full Stack Engineering Intern

Responsibilities & Achievements:

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

Management Trainee

Responsibilities & Achievements:

- Managed Daily Scrum Meetings and Weekly Sprint Prioritisation of Backlog for in house CRM product in Indo
- Acted as de facto product manager for the new CRM product pilot test, conducting weekly user research
- 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 & Co-Curriculars

Dec 2019 – Aug 2021

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 project - 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
- Utilised: 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
- Utilised: 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
- Utilised: 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
- Utilised: Open-source Anki Connect API, Python

Skills

Languages:

Proficient - Python, Java; Familiar - JavaScript, CSS, HTML, MySQL, Kotlin, C#, Unity Game Engine