

# Tan Chee Wee

NUS Undergraduate (Computer Science)

<https://github.com/chweeee>

Singapore, +65 92299380,

[tancwww@gmail.com](mailto:tancwww@gmail.com)

## ABOUT ME

I am a Year 2 student majoring in Computer Science in NUS. I have worked on software projects of varying degrees, from individual to group projects. My fields of interests are application of A.I. such as optimisation and analytics, and computer/network security.

## Internships

- Capital and Credit Risk Manager (CCRM) <https://www.ccrmanager.com/> (May 2018 - Aug 2018)
  - Software engineer working on both front-end and back-end development, and software testing

## PROJECTS

- **CodEducator:** <https://github.com/CS2103JAN2018-W09-B3/main>
  - An application for tutors teaching coding to manage and plan their students.
  - Worked on integrating Natural Language Processing (NLP) capabilities
- **Tetris-AI:** <https://github.com/chweeee/tetris-ai>
  - AI bot that plays the classic tetris game, implemented several heuristics and trained using Particle Swarm Optimisation (PSO) algorithm
- **DoggoFetch:** <http://tinyurl.com/doggofetch>
  - Simple game made using Unity Game Engine(July - August 2017)
  - Concept of the game is based on graph theory

## EDUCATION (Aug 2016 - current)

### Bachelor of Computing (Honours) in Computer Science

- Proficient in foundational data structures and algorithm
- Currently pursuing Artificial Intelligence as a focus area

## TECHNICAL SKILLS

Languages: Java, C, JavaScript, HTML, CSS, Python, Git

Frameworks & technology: Spring Framework (Spring MVC), JSP, Hibernate, MySQL, ReactJS