



## PERSONAL PROFILE

I am a driven Computer Science sophomore with a passion to solve the world's problems with technology and innovation. As a software engineer, I am looking to work on challenging projects at start-ups to enhance my professional and programming skills and to make a positive difference in people's lives.



## EDUCATION

**Bachelor of Computing, Computer Science | National University of Singapore (NUS)** AUG 2020 – MAY 2024

- GPA: 4.05/5; Minor in Entrepreneurship; Specializing in Artificial Intelligence
- Related Coursework: Programming Methodology I/II, Data Structures and Algorithms, Computer Organization, Operating Systems, Software Engineering, Databases, Artificial Intelligence, Independent Software Development Project (Orbital)

**High School Graduation | Doha Modern Indian School (DMIS) - Qatar** APR 2006 – MAR 2020

- GPA: 96/100; CBSE Science Stream
- Activities: Student Council, Eco-Schools Programme, Model United Nations, Visual Arts, Olympiads



## SKILLS

- **Programming:** Java, C++, C, Flutter, JavaScript, Node.js, Vue.js, React, HTML/CSS, Python, Git, CI/CD, Software Testing
- **Design:** Figma, Adobe XD, Balsamiq, Canva
- **Project Management:** Planning, documentation, research, communication, teamwork



## EXPERIENCE

**Software Engineering Intern | FollowTrade** OCT 2021 – PRESENT

- Co-develop the social trading web app and server to qualify for the MAS FSTI Proof-of-Concept grant
- Learn about algorithmic trading, and design the Figma prototype to suit the new bot trading requirements
- Collaborate with other developers and the CEO to create the startup corporate website by updating content, monitoring performance, and improving SEO as the web admin to expand reach, which decreased bounce rate by 30%

**Freelance Developer | Vibefam** OCT 2021 – JAN 2022

- Developed frontend and backend of the fitness studio SaaS with Vue.js and Firebase Cloud Functions, by working on new features weekly while contributing to a large codebase, maintaining code quality, and testing software
- Revamped the calendar scheduling function of their software by implementing faster queries and improving the user interface across different screen sizes, which received positive feedback from both the software users and Vibefam



## PROJECTS

**FoodStack: Group Food-Ordering App | Orbital project** MAY 2021 – AUG 2021

- Co-developed an e-commerce app with extensive features/extensions using Flutter and Firebase for splitting delivery fees with any nearby customers
- Practiced Version Control, Continuous Integration, and automated software testing, designed Figma prototypes, maintained extensive documentation, and iterated software based on user testing and feedback
- Received the highest level of achievement granted to only top 10% of the cohort for good software engineering practices, and got featured in NUS Computing's social media pages (only 6 out of 406 projects selected)

**Education Resources Dashboard | Tech-for-Good CCSGP project** JAN 2022 – PRESENT

- Proposed development and budget plan to secure the CCSGP Public Service Fellowship Grant (\$1000) for developing an education resources dashboard for MWS Christalite Student Center
- Develop an expandable and child-friendly educational content website for MWS staff and students, in a team of 3
- Conduct workshops to train MWS staff on how to update content and maintain software



## ACTIVITIES

### **Project Management Team Lead | StartIT – NUS Technopreneurship Society**

AUG 2021 – PRESENT

- Lead the PM Sponsorships team and collaborate with other team leads, External Relations and Marketing departments to facilitate BitHacks, a startup competition with 100+ participants
- Engage in biweekly sessions with successful start-up founders and learn from their entrepreneurial journey
- Participate in the SICC pitching competition and the BitHacks start-up competition to validate ideas and practice pitching

### **Computer Science Teacher | Cahaya Community – NUS CodeCamp**

FEB 2021 – APR 2021

- Mentored 2 secondary school students from low-income households in a community youth development program and taught programming and AI concepts using project-based learning on Scratch and Teachable Machine



## ACHIEVEMENTS

- **1st place in Twitter's #ReadySetCode Challenge:** Was 1 of the 36 students selected from 1000 applicants to participate in Twitter's #DevelopHER program and won 1<sup>st</sup> place in the team coding challenge hosted at the end of the event
- **Taleb Scholarship:** Received 7 times for best performance across cohort in higher secondary school (Total: US\$4000)