DeAndre Hai Jie LIM | Mobile No.: 8121 9032 | Email: deandrehaijielim@gmail.com
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Portfolio Website: https://deandrehaijiel.github.io/portfolio-website/

EDUCATION

Nanyang Technological University (NTU), Singapore   Aug 2022 – Present
Bachelor of Engineering in Electrical and Electronic Engineering
- Honours (Merit)
- **Design & Implementation of Blockchain Testbed for Cyber Security**   Aug 2022 – Oct 2022
  - Designed and developed an educational website using React library to introduce Blockchain technology and Blockchain voting system to a wider audience
  - Built a secure Blockchain Voting System application (BlockVote) using NEAR Protocol, with the aim of enhancing transparency and accountability in voting processes
  - Educational Website: https://deandrehaijiel.github.io/blockchain-voting-system/
  - BlockVote: https://github.com/deandrehaijiel/blockvote

INTERNSHIP EXPERIENCE

GIC Private Limited   Jan 2023 – Aug 2023
IT Risk Assessment/Differentiated Controls Framework Intern
- Work closely and support Information and Technology Risk Officers on initiatives and assignments
- Perform risk assessments on IT systems and user software to evaluate security controls design and operating effectiveness
- Assess and research on emerging technology risks, and propose effective mitigating controls together with stakeholders
- Develop familiarity with IT controls best practices in industry standards such as NIST and MAS Technology Management Guidelines and propose improvement to IT risk management processes in GIC
- Enhance and maintain risk awareness and culture throughout GIC by conducting training sessions, workshops and communications through various corporate channels

Influential Brands LLP   May 2022 – Sep 2022
Software Developer Intern
- Spearhead development of new iOS & Android application for company
- Led the development of a cross-platform networking application for the organisation's projects using the Flutter framework, implementing messaging, video and voice calling features
- Designed and developed the business's newsfeed UI/UX for regular updates and ensured that the application's design was consistent with the organisation's brand identity
- Configured profile pages for both members and personals and showcased community groups and their members to enhance user engagement
- Contributed to the full software development cycle of the application from design to implementation, testing, and delivery, ensuring that the application was delivered on time and met the organisation's requirements

Rolls Royce Singapore Pte. Ltd.   Mar 2018 – Aug 2018
Rolls-Royce Electrical, Engineering Intern
- Identified the platform for the process with section flexibility for Variable Stator Valve Actuator (VSV) Action Controller
- Evaluated tools available for the selected System on a chip (SoC) and designed IP for the SoC using VHDL/Verilog
- Linked the ARM processor to control the duty cycle of Pulse-Width Modulation (PWM) by means of communication from PC through Ethernet via TCP/IP using Visual Basic Application (GUI)
- Proactively developed a software to communicate between the input system and the integrated circuit

PROJECTS

Personal
Productivity Application – Weekly   Feb 2023 – Mar 2023
- Developed a goal tracking application using the Flutter framework and the Dart programming language
- Integrated the application with a backend database for storing and retrieving user data, ensuring that user data was secure and easily accessible
- Implemented features for tracking user progress and setting notifications with motivational quotes, enhancing the user experience and providing users with the motivation they need to achieve their goals
- Conducted thorough testing and debugging to ensure high quality and error-free application performance
- Published the Android version of the application on Google Play and made it available in an iOS version
- Google Play: https://play.google.com/store/apps/details?id=com.deandrehaijiel.weekly

2D Game – CryptoCars   Jan 2022 – Feb 2022
- Created a 2D game called CryptoCars using the Unity Game Engine
- Constructed game elements with Pixelart, a popular art style in 2D game development, and scripted with Unity C#
- Collaborated with international creators to fine-tune integration of the game
- Published the WebGL version of the game on Itch.io, a popular platform for indie games, and made it available on both Android and iOS platforms
- Itch.io: https://deandrehaijiel.itch.io/cryptocars
- Google Play: https://play.google.com/store/apps/details?id=com.deandrehaijiel.CryptoCars

SKILLS

Languages: Proficient in English and Chinese
Digital Skills: AutoCAD, CSS, C#, C++, Dart, Flutter, HTML, JavaScript, jQuery, MATLAB, Microsoft Office, Microsoft Visual Basic, MySQL, npm, Photoshop, Python, React, SCSS, Unity 2D

HOBBIES & INTERESTS

Sports (Basketball), Gym, Hiking, Music (Singing), Photography, Videography