

LIN DEMING

COMPUTER SCIENCE
UNDERGRADUATE

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Summary

I am a penultimate computer science major student at NUS School of Computing.

Technologies

LANGUAGES & FRAMEWORKS

Java, Javascript, Reactjs, Node.js, Ruby on Rails, PostgreSQL, HTML & CSS

OTHER TECHNOLOGIES

Git, GitHub, BitBucket, Linux, Shell Script

PREVIOUSLY USED

C, C#, Bootstrap 4, MongoDB, Handlebar.js, MaterialiseCSS

Education

National University of Singapore

July 2017 to Current

Bachelor of Computing Computer Science 2021

Courses Taken: Software Engineering, Data Structure and Algorithms, Database Systems, Computer Networks, Operating Systems

CAP: 4.06

Serangoon Junior College

Jan. 2013 to Dec. 2014

G.C.E A Levels, Science Stream, 5 Distinctions, 86.25/90

Consistently stayed in the top 1% of the school cohort in terms of academic performance

Character and Citizenship Education Award (Platinum)

Experience

Software Engineering Intern

May 2019 to Current

NodeFlair

Tech Stack: HTML/CSS, Javascript, React, Ruby on Rails, PostgreSQL

Revamp of Company Dashboard

- Set up back end API end points for retrieval of necessary data from the front end web application.
- Write SQL queries to allow server to retrieve data from Postgres database.

Revamp of Chat Client

- Setting up of websocket connections on both front and back end to allow for a real-time chat system
- Implemented notification system in the chat system, allowing companies to better reach out to talents

NUS Orbital Workshop Facilitator

May 2019 to May 2019

National University of Singapore

Tech Stack: HTML/CSS, React, Nodejs/Express.js, SQL, Git, Github

Served as facilitator for Full Stack Web Development and Git workshops.

- Debug issues faced by students
- Helped students to better understand concepts in web development
- Provide tips to students on web development

Commando Fighter

Feb. 2015 to Dec. 2016

1st Commando Battalion

Software Projects

CarouShare - Stuff Sharing Website (Web Application Project)

Feb. 2019 to Apr. 2019

Tech Stack : MaterializeCSS, Handlebars.js, Nodejs, PostgreSQL

- A stuff sharing website where people can list items for loan and bid for items to borrow
- Implemented schema and database for the web app
- Implemented back end API using Express.js and database queries
- Implemented front end UI interaction of the web app

ModsUni - Candidature Planner (Software Engineering Project)

Aug. 2018 to Nov. 2018

Tech Stack: Java, JavaFX, Junit

- Implemented administration tools to manage the module database
- Implemented GUI for the administration tools
- Wrote unit and integrated tests for the code base related to the administration tools

3D Endless Runner Game (Summer Orbital Project)

May 2018 to Aug. 2018

Tech Stack: Unity, C#

- Made a 3D endless runner game during summer
- Players can choose from different avatars and different levels with unique challenges
- Features a leaderboard where top players can compare their scores globally

4 Player Pong (Hack&Roll 2019)

Feb. 2019 to Feb. 2019

Tech Stack : WebRTC, C#, Unity, JavaScript, HTML&CSS

- Made a multiplayer game where players play using a shared screen while using their mobile devices as a controller in 24 hours
- Handled the making of the game itself and connecting WebRTC to the WebGL game