

Education

AUG 2020 - Present **University of California, Berkeley:**

Bachelor of Arts in Computer Science - 4.0 GPA

Completed Coursework:

Data Structures, Discrete Math & Probability Theory, Structure and Interpretation of Computer Programs, Linear Algebra & Differential Equations, Designing Information Devices and Systems

JAN 2016- DEC 2017 **Hwa Chong Institution, Singapore:**

GCE 'A' Levels - Straight As, 90 Rank Points

Experience

DEC 2020 - JAN 2021 **Housing Development Board, Singapore - UI/UX intern**

- Coded front-end design of webpages
- Designed prototypes of platforms for consumers
- Helmed a design sprint for a platform project for consumers

MAR 2020 - AUG 2020 **Housing Development Board, Singapore - Data Cruncher/ Team Lead**

- Assisted in Government's Covid 19 response
- Streamlined processes for everyday operations
- Designed the UI for the data entry making it intuitive for the average person

DEC 2018 - NOV 2019 **Military, Singapore - Platoon Commander/Deputy Officer Commanding**

- Led a platoon of 50 men in charge of the defense of an Air Base
- Promoted to be Deputy Officer Commanding to lead 3 platoons of 120 men in Aug 2019.

Skills

Programming: Python, Java, C++, JavaScript, TypeScript, React Native, SQL

Design: HTML/CSS, Wireframing, Prototyping

Tools: Figma, Miro, Firebase

Projects

React Native, JavaScript
TypeScript, Firebase **Mobile Developers of Berkeley - Courtroom**

- Developed Courtroom, a full stack mobile application with a team of 3.
- Developed 4 applications as training projects in preparation for Courtroom development.

C++ **Codeology - Game Engine development**

- Created a Game Engine with a team of 5 people. It is able to take inputs and render output.

Java **Gitlet**

- Developed a version control system that mimics the abilities of Git.
- Adapted Gitlet to support remote access to the version control system.