

Education

Berkeley, CA
Aug 2020 – May 2023

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

Coursework in progress (TBD Summer 2022):

Great Ideas in Computer Architecture (Machine Structures), Efficient Algorithms and Intractable Problems, Introduction to Artificial Intelligence, The Foundations of Data Science, Introduction to Machine Learning, Principles and Techniques of Data Science, Software Engineering

Singapore
Jan 2016– Dec 2017

Hwa Chong Institution, Singapore:

GCE 'A' Levels - AAAA/A, 90/90 Rank Points

Experience

Singapore
May 2021 – Jul 2021

Housing Development Board, Singapore - System Analyst (Data Engineer)

- Designed an interactive dashboard that analyses 12 years of data with ~50k families.
- Cleaned the data set and identified preliminary trends in the preferences of HDB's customers.
- Helped policymakers review policies that impact 3 million residents.

Berkeley, CA
May 2021 – Present

University of California, Berkeley Singapore Student Association – Head of Events

- Promoted national identity and unity by organizing a 3 day 2 night retreat involved 100 people.

Housing Development Board, Singapore - UI/UX intern

- Coded front-end design of websites – Tool to collate documents and monitor multi-stage projects.
- Designed prototypes of platforms for consumers.
- Helmed a design sprint for a platform project for consumers.

Singapore
Dec 2020 – Jan 2021

Military, Singapore - Platoon Commander/Deputy Officer Commanding (Highest rank possible)

- 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.

Singapore
Dec 2018 – Nov 2019

Skills

Programming: Python, Java, C++, JavaScript, TypeScript, React Native, SQL
Design: HTML/CSS, Wireframing, Prototyping
Tools: Figma, Miro, Firebase, MS Office, SAS VA

Projects

React Native, Firebase,
JavaScript, TypeScript

Mobile Developers of Berkeley - Courtroom

- Developed Courtroom, an MVP for 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.
- Learned how to use GLFW (Graphics Library Framework), an OpenGL Library.

Java

Gitlet

- Developed a version control system that mimics the abilities of Git.
- Adapted Gitlet to support remote access to the version control system.
- Gitlet uses Object Oriented Programming, Serializable, and TreeMaps.

Python

Scheme Interpreter

- Developed an interpreter for a subset of the Scheme language
- Uses a 4-step procedure in order to process Scheme syntax (Read, Evaluate, Print, Loop)