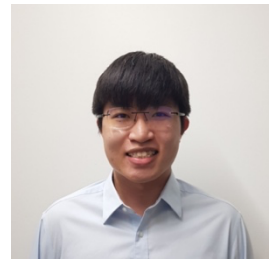


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## Personal Statement

I am a Year 2 undergraduate enrolled in one of the National University of Singapore's (NUS) Double Degree Programmes, pursuing degrees in Computer Science and Mathematics. From a young age, I was enthralled by puzzles and problem-solving, and I am fortunate to be able to find not one, but two majors that were a perfect fit. I believe that, with my robust and well-developed skillset, I can contribute meaningfully to your company.

As a student, I have always strived for academic excellence; in NUS, I have excelled in a variety of modules, ranging from algorithmic theory, to software engineering, to even academic writing. I currently maintain a Cumulative Average Point of 4.89/5.00, and was awarded the Deans' List award in Semester 1 of the 2020/2021 Academic Year. I was also offered two teaching assistant positions for modules that I have performed exceptionally well in – Programming Methodology I and II (CS1101S and CS2030 respectively). I believe that this stems not only from a natural inclination towards programming-related fields, but also my drive to self-improve constantly. I am confident that these skills will allow me to adapt to and perform well in any scenarios I am put in.

Through my experiences in academia, I have grown to appreciate and value creative freedom – the assignments that I have enjoyed the most were open-ended ones, where I had control over how I chose to implement solutions. This has led me to pursue passion projects in my leisure (that can be found on my GitHub page) in my own time, as well as applying for voluntary coding programs. One such program is Orbital, a self-directed, independent work course held over the Summer of 2020, where my partner and I developed a Telegram bot that was able to simulate games of floating bridge between multiple players, as well as a website that could view replays of these games. Working on these self-directed projects often forces me to think non-conventionally, be self-sufficient in solving problems and motivate myself internally – traits that I believe would indubitably make me a valued employee.

Beyond my academic achievements, I am also involved in various scholastic activities. I currently reside in Residential College 4, an academic program that offers both residence and unique modules that, while academic in nature, also serve to inculcate non-conventional ways of thinking. I am the head of an Interest Group, ARC4NA, where we organize weekly casual console gaming sessions for residents. I am also the Secretary of my House Committee, where we oversee the organization of events and giveaways for up to 100 residents in my house. In particular, this specific role also requires me to maintain and organize the personal information of said residents. These commitments necessitate communication and teamwork, as they require me to constantly work with both friends and strangers. In addition, to juggle the numerous commitments I have, I learnt to better manage my time to be able to meet deadlines while providing quality work.

I am eager to learn and experience more about the world of software development and tech start-ups. I want to pursue a path where I begin each day excited and am constantly challenged on the job. I am aware that the lack of previous internship experience may disadvantage me. However, I am confident that my technical skill and passion for constant learning and self-improvement will more than compensate for it and prove me to be an invaluable part of your team.

## Education

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Aug 2019 - Present	<b>National University of Singapore</b> Bachelor of Computing in Computer Science Bachelor of Science in Mathematics (Course details in Appendix A)	Singapore
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## Work Experience

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Aug 2020 – Nov 2020	<b>National University of Singapore</b> <i>Teaching Assistant for CS1101S – Programming Methodology</i> <ul style="list-style-type: none"><li>• Programming Methodology is a compulsory introductory module for all Computer Science majors that introduces fundamental programming and computational problem-solving concepts</li><li>• Held weekly tutorial sessions for up to 10 students, guiding them on basic concepts such as functional abstraction, data structures, and algorithmic strategies</li><li>• Held monthly assessments for students to gauge their understanding of syllabus concepts, providing additional guidance where necessary</li></ul> (Course description can be found <a href="#">here</a> )	Singapore
Aug 2020 – Nov 2020	<b>National University of Singapore</b> <i>Teaching Assistant for CS2030(S) – Programming Methodology II</i> <ul style="list-style-type: none"><li>• Programming Methodology II is a compulsory introductory module for all Computer Science majors that explores two modern programming paradigms: object-oriented and functional</li><li>• Held weekly laboratory sessions for up to 10 students, providing assistance on given assignments in Java that introduced object-oriented programming-centric concepts such as inheritance, generics and polymorphism, as well as functional programming-centric concepts such as lazy evaluation, functors and monads, and streams</li></ul> (Course description can be found <a href="#">here</a> )	Singapore

## Scholastic Achievements/Extracurricular Activities

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Aug 2019 - Present	<b>NUS Merit Scholarship</b> National University of Singapore scholarship (awarded to individuals who demonstrate academic excellence, present excellent co-curricular activities records and exhibit outstanding leadership qualities)	Singapore
Jan 2015 - Dec 2016	<b>Hwa Chong Junior College</b> Hwa Chong Diploma with Distinction (awarded to individuals who demonstrate excellent conduct, service to community, academic achievement and scholastic achievements)	Singapore

## Skill Sets & Proficiency

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<b>Programming</b>	Java Julia C Python Shell Scripting	Proficient Intermediate Basic Basic Basic
<b>Web</b>	HTML CSS Bootstrap	Intermediate Intermediate Intermediate
<b>Scripting</b>	JavaScript jQuery	Intermediate Intermediate
<b>Database</b>	PostgreSQL SQL	Basic Basic
<b>Office Productivity</b>	Microsoft Word, PowerPoint, Excel	Proficient
<b>Operating Systems</b>	macOS Windows 10 Unix	Intermediate Basic Basic
<b>Non-technical Skills</b>	Writing/Publications	Proficient

## Language Proficiency

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<b>Spoken</b>	English – fluent; Mandarin – average
<b>Written</b>	English – fluent; Chinese – average

## Personal Projects

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Jan 2021	NoctuaBot <ul style="list-style-type: none"><li>Created to facilitate anonymous conversations between two parties over Telegram</li><li>Contributed by increasing administrative functionalities and control, as well as fixing numerous bugs</li></ul> <i>(Repository can be found <a href="#">here</a>)</i>
Sep 2020	BallSort <ul style="list-style-type: none"><li>Created to solve ball sort puzzles</li><li>Uses a depth-first search algorithm to find a solution, optimized to finish in under 0.25s</li></ul> <i>(Repository can be found <a href="#">here</a>)</i>
Mar 2020 – Aug 2020	Orbital (CP2106 – Independent Software Development Project) <ul style="list-style-type: none"><li>Self-directed, independent work course held by the School of Computing for 1<sup>st</sup> year students over Summer, giving students the opportunity to pick up software development skills on their own, using sources on the web</li><li>Completed on highest Level of Achievement, Artemis</li><li>Wrote a Telegram bot that simulates games of floating bridge among 4 players and a static website that views replays of given games</li></ul> <i>(Repository can be found <a href="#">here</a>)</i>

**Degree:** Bachelor of Computing in Computer Science  
**Cumulative Average Point: 4.89 / 5.00**

Year	Level	Course Description	Grades
Jan – May 2016	Junior College 2	Linear Algebra <sup>#</sup>	A-
Aug – Nov 2019	Year 1/Semester 1	Programming Methodology	A+
		Discrete Structures	A+
		Calculus	A
		Ethics in Computing	A+
		Thinking in Systems: Diseases and Healthcare	CS
Jan – May 2020	Year 1/Semester 2	Programming Methodology II	A+
		Data Structures and Algorithms	A
		Multivariable Calculus	A
		Quantitative Reasoning	A-
		At the Edges of the Law: Ethics, Morality and Society	A
		Energy and Singapore: Dynamics, Dilemmas and Decisions	S
Aug – Nov 2020	Year 2/Semester 1	Independent Software Development Project (Orbital)	CS
		Programming Methodology*	A+
		Computer Organisation	A+
		Effective Communication for Computing Professionals	S
		Software Engineering	A-
		Introduction to Computer Networks	W
		Communicating in the Information Age	A
		Discourse, Citizenship, and Society	A
Jan – May 2021	Year 2/Semester 2	Introduction to Operating Systems	In-progress
		Design and Analysis of Algorithms	In-progress
		Linear Algebra II	In-progress
		Mathematical Analysis I	In-progress
		Probability	In-progress
		An Undeclared Mind: An Experimental Inner Reengineering Approach	In-progress

# This module was taken as part of the H3 Programme offered by the Ministry of Education, where students who have performed exceptionally for individual subjects may apply to take higher-level variants of these subjects

\* This module was an extension of Programming Methodology, graded based on the participation and performance in optional, higher-level tasks (details can be found [here](#))

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#### NUS Grading Scale:

A+ & A (5.0); A- (4.5); B+ (4.0); B (3.5); B- (3.0); C+ (2.5); C (2.0); D+ (1.5); D (1.0); F (0)

S = Satisfactory; U = Unsatisfactory

CS = Completed Satisfactorily; CU = Completed Unsatisfactorily

EXE = Exempted; IC = Incomplete; IP = In Progress; W = Withdrawn