

## KUAH GENE QHEE

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### EDUCATION

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NATIONAL UNIVERSITY OF SINGAPORE – Undergraduate, Computer Science	Aug 2025 – Expected 2029
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### EXPERIENCE

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ThinkCode Singapore, Associate Trainer	Apr 2025 – Present
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- Teaching programming and robotics to children between the ages of 8 to 16.

Community Hackathon 2025 - binGo	June 2025 – July 2025
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- Developed features for a web app that monitors and processes real time data transmitted from a custom-built device that reads soil moisture and temperature.
- Implemented prototype version of hardware, and the code for ESP12E to make API requests to the web app's server. Received positive feedback from community users (**Svelte, Drizzle ORM, Embedded Systems, Arduino C**).

SUTD What The Hack Hackathon – Team Trifecta (Best Design Award)	Dec 2024
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- Developed a full-stack webpage(front and backend) for an ESP32 based AI-powered assistive learning tool designed to enhance classroom interaction for mute and/or deaf students. (**HTML, JS, CSS**).
- Designed the voting interface and processed real-time transmitted data from the device.

BrainHack TIL-AI Advanced Track 2025	May 2025
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- Developed the reinforcement learning model for Scouts and Guards roles. (**PyTorch**)
- Achieved top 20 on the advanced track qualifying round.

Personal Projects	2023 – Present
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- [Triolingo](#): Built a full-stack application with a **node backend and express router** that allows users to effectively learn a language through practising vocabulary, pronunciation, writing, and reading through the integration of multiple APIs.
- [Algorithm Visualiser](#): Developing an educational platform in **React** to visualize data structures and algorithms, inspired by [VisuAlgo](#).
- [Trading Bot](#): Built an **algorithmic trading bot** that backtests strategies using dataset from yahoo finance, trading on Alpaca paper market using LumiBot.
- [Personal Website](#): Basically an animated and interactive form of my resume. (Pure HTML, JS, CSS)

### CO-CURRICULAR ACTIVITIES

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Vice-Chairman, Raffles Jazz Club	Jan 2021 – May 2022
Programmes Department, Peer Helpers Programme(PHP)	Feb 2021 – May 2022
Peer Support Leader, Raffles Institution	Jan 2019 – Aug 2020

### SKILLS & INTERESTS

#### Full-Stack Development

- ReactJS, Svelte, React Native, Expo, NextJS, Tanstack/React Query, Redux, React Router, TailWind CSS, JavaScript, jQuery, Bootstrap, HTML, CSS
- Node.js, Drizzle ORM, Prisma ORM, Postman, Express, EJS, APIs, Authentication, PostgreSQL, SQLite, Firebase

#### Python

- Pandas, Matplotlib, Seaborn, Numpy, FastAPI

#### General Computing:

- Vim/Neovim, Docker, VMs, Data Structures and Algorithms, Git, Embedded Systems

#### Creative & Media Skills

- Music production and mixing, video editing, guitar performance, and content creation. Proficient in DAWs and video editing software.
- Learning Blender. Studying Japanese.

#### Volunteering

- Weekly befriending and tutoring sessions, mentoring children from low-income/single parent-households at TOUCH Young Arrow(TYA), focusing on academic support and encouraging holistic development through moral-based games.