

KUAH GENE QHEE

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EDUCATION

NANYANG TECHNOLOGICAL UNIVERSITY – Undergraduate, Computer Science Aug 2025 – Expected 2029

RAFFLES INSTITUTION

Jan 2017 – Dec 2022

EXPERIENCE

SUTD What The Hack Hackathon – *Team Trifecta*

Dec 2024

Best Design award Winner: [EduEgg](#) | [Devpost](#)

- 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.
- Designed the voting interface and processed real-time transmitted data from the device.
- Built resilience under time pressure, collaborating effectively during technical challenges.

Startup(Name Confidential) – Frontend Developer

Nov 2024 – Present

- Developing a React Native cross-platform mobile app that fosters a safe online community for struggling addicts, leveraging gamification techniques to improve engagement.
- Focused on creating intuitive user experiences and seamless interactions.

Personal Projects

2023 – Present

- **Personal Portfolio:** Designing my own personal portfolio website with pure HTML, CSS and JavaScript.
- **Triolingo:** Built a full-stack application with an express backend that allows users to effectively learn a language through practising vocabulary, pronunciation, writing, and reading.
- **Algorithm Visualiser:** Developing an educational platform to visualize data structures and algorithms, inspired by [VisuAlgo](#).

CO-CURRICULAR ACTIVITIES

Vice-Chairman, Raffles Jazz Club

Jan 2021 – May 2022

- Organized and managed school-wide concerts, overcoming logistical challenges posed during Covid-19 restrictions.
- Led a club of 23 members, designed a curriculum and fostered strong inter-club bonds to build a tight knit CCA community.
- Advocated for structured mentorship, streamlining effective jam sessions and learning.
- Coordinated stakeholders, including Audio Visual Units, school departments, and external vendors, for seamless event execution..
- Designed promotional materials distributed via social media and physical posters around school.

Programmes Department, Peer Helpers Programme(PHP)

Feb 2021 – May 2022

- Organized events aimed at reducing mental health stigma and fostering a more supportive and nurturing school environment.
- Applied peer-helping strategies, acquired during a 10-week course, to methodically assist peers facing issues, guiding them to seek more professional guidance under the care of our school's psychologists.
- Presented on "Fear of Missing Out" at the [Raffles Science Symposium: Mental Health Science Strand](#).
- Developed critical thinking and employing empathic communication, active listening and guided questioning in real-life scenarios.

Peer Support Leader, Raffles Institution

Jan 2019 – Aug 2020

- Facilitated induction of incoming Year 1s into school, guiding them through orientation and their transition into school life.
- Built managerial and leadership skills through peer engagement and mentorship.

SKILLS & INTERESTS

Software Development

- HTML, CSS, JavaScript, jQuery, Bootstrap
- Node.js, Postman, Express.js, EJS, APIs, Authentication, Postgres, SQL
- React.js
- React Native

Python

- Pandas, Matplotlib, Numpy

Creative & Media Skills

- Music production, video editing, guitar performance, and content creation. Proficient in DAWs and video editing software.

Volunteering

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

Soft Skills

- Leadership, collaboration, stress management, active listening, and empathic communication.