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Personal Statement

About Me
I am Giam Ju Xian, a Year 2 undergraduate at the National University of Singapore. Currently, I am pursuing a degree in Computer Science with a specialization in Computer Graphics. Augmented Reality is my passion and I hope to create a world where virtual reality and the real world can coexist seamlessly. Apart from that, I also enjoy creating applications or programs that can improve the standard of living for others.

Work Experience
I have internship experience in two start-ups, Vouch SG and HelloHolo. During my internship in Vouch SG, I worked mainly as a Full-Stack Developer, developing on the A.I. Chatbot building platform that helps create smart digital concierge for our clients. I developed primarily in NodeJS, HTML/CSS and jQuery. I was also tasked to lead a side project Tai Ko King, a game show hosted on a chatbot with more than 300 daily users. My time in Vouch SG provided me with a good understanding of working in a fast-paced and demanding environment. I learnt to be adaptive to changes and work with everything, regardless whether the task lies within my job scope. In HelloHolo, I helped as a Unity Developer, working on the creation of prototypes for different projects. I had the opportunity to develop on the Microsoft HoloLens which exposed me to the challenges and practices of development on Mixed Reality devices. Outside of these internship experiences, I have worked on several personal projects. Some of these projects include POPPEG and an Augmented Reality Menu with Andaz Singapore by HYATT.

Strengths & Weaknesses
I strongly believe that my strength lies in my ability to learn and adapt. My prior work experiences have honed my ability to respond quickly to changes and pick up new skills as necessary. Additionally, working on my personal projects have familiarized me with the process of learning new frameworks and languages. Given enough time, I am confident that I can pick up any language, workflow or framework. On the other hand, I feel that I am sometimes overly critical when developing. I tend to think too much about optimizing the product which can sometimes result in time wasted on matters that are not of the highest priority. I am working on improving this by identifying the objective clearly before working on any project.

Unique Skill Set
I believe that my unique skill set lies in Backend and Augmented Reality development. I am familiar with working with backend development using NodeJS, creating RESTful API for the front-end clients and working with databases. In addition, I also have some experience working with Augmented Reality libraries such as Vuforia and EasyAR as well as native frameworks such as ARKit.

Internship Objectives
Moving forward, I hope to improve my business acumen and technical skills. Having worked in a couple of start-ups, I understand the importance of collaboration between the business development and software engineering teams. However, as a technical student, I often find myself lacking exposure to important business considerations that drive the development of products. Hence, I hope to work in an environment that can help me mature in both aspects and to be able to gain a deeper understanding of a company's management and development strategies.

How Can I Contribute
I feel that I can contribute mainly in the development of the product. With my technical abilities and prior experience, I can bring new ideas and perspective to the product development wherever possible. In addition, I believe that I can also help with tasks that may not involve software engineering such as marketing and content creation.

Education

Aug 2018 - Present	**National University of Singapore** Bachelor of Computing (Honours) in Computer Science *(Course details in Appendix A)*	Singapore
Feb 2013 - Nov 2014	**National Junior College** • Singapore-Cambridge General Certificate of Education Advanced Level	Singapore

Work Experience

Apr 2018 – Jul 2018 Dec 2018 – Jan 2019	**Vouch SG** *Full Stack Developer - Intern* • Developed on a chatbot building platform for the creation and production of AI Chatbots with NodeJS and DialogFlow • Created a centralised AI subscription system that allows chatbot to inherit AI intents from one another, speeding up the process of development and production of chatbots significantly • Lead the operation of a side project TaiKoKing, a game show hosted on by a chatbot with more than 300 daily users • Drafted the proposal for nationwide project with National Library, helping greatly in the successful acquisition of the project • Assisted on the tender proposal for Singapore Tourism Board on a nationwide tourist chatbot, helping greatly in the successful acquisition of the project	Singapore
Aug 2018 – Oct 2018	**HelloHolo** *Mixed Reality Developer – Part-time Intern* • Developed prototypes for various Mixed Reality projects on the Microsoft HoloLens using Unity Game Engine • Collaborated with designers and artists to create a realistic and immersive mixed reality experience	Singapore
Mar 2017 – Jul 2017	**Accenture Singapore** *Webpage Design Assistant and Tester* • Created drafts and generated ideas for a government web portal, analysing user experience and needs • Recorded the functional design specifications for the webpage and APIs, understanding the purpose and needs of clients for the online portal • Adopted a creative and responsive approach on the creation of the transaction pages and changes to the portal	Singapore

Scholastic Achievements/Extracurricular Activities

Aug 2018	**NUS Orbital 2018, Apollo** ARchitech - Honourable Mention *Project summary: ARchitech is an augmented reality maze builder game as a project for NUS Orbital 2018, Apollo. The project was originally created as a fun game for users to play for School of Computing's orientation. It was intended to help new freshman experience interesting technology while bonding with their fellow peers.*	Singapore
Nov 2018	**CLEAR Hackathon 2018 by Unity** HeadHunters - 1st Runner Up *Project summary: HeadHunters is a fun face filter application created for Clear Hackathon 2018. This project was built using Unity and ARKit's Facial Recognition. It aimed to increase awareness for Clear Shampoo in a fun and interactive way, specifically targeting millennials. During the*	Singapore

development of the project, we worked closely with the Unilever business team to create the ideal prototype that will suit their use case.

Aug 2018 – Aug 2019   **School Contributions**   Singapore
- Marketing Team Leader for NUS Computing Club
- Videographer for NUS Computing Club

Skill Sets & Proficiency

Programming	NodeJS	Proficient
	Java	Proficient
	C	Proficient
	Unity3D	Proficient
	C++	Intermediate
	C#	Intermediate
Augmented Reality Frameworks	EasyAR	Proficient
	Vuforia	Intermediate
	Microsoft HoloLens	Basic
Graphics	OpenGL	Intermediate
Web	HTML, CSS	Proficient
	Bootstrap	Proficient
	jQuery	Proficient
Server Management	Google Cloud Functions	Intermediate
	Amazon Web Services	Basic
Database	MongoDB	Intermediate
	Firebase	Intermediate
Multimedia	Adobe Premiere Pro	Basic
	Adobe Illustrator	Basic
	Adobe Photoshop	Basic
Scripting	JavaScript	Proficient
Markup	XML	Basic
Operating Systems	Unix	Intermediate
	Linux	Basic
	Windows 8, 10	Basic
Non-technical Skills	Proposal Writing	Intermediate
	Project Management	Intermediate
	Writing/Publications	Basic

Language Proficiency

Spoken	English – Fluent; Mandarin – Fluent
Written	English – Competent; Chinese – Competent

Additional Information

Personal Projects	Augmented Reality Menu with Andaz Singapore Hotel by HYATT

Project summary: Augmented Reality Menu aims to transform items on the Andaz Restaurants' menu into 3D food models, enticing customers to purchase more expensive items. The 3D food models provide more information on the item that the customer wish to purchase, improving their experience at the hotel.

Other activities/interests	Breakdancing and Basketball

Degree: Bachelor of Computing (Honours) in Computer Science
Cumulative Average Point: 4.55 / 5.00

Area	Course Description	Grades
Computing Basics	Programming Methodology	A+
	Computer Organisation	A
	Data Structures and Algorithms I	A-
	Discrete Structures	B+
	Introduction to Operating Systems	B+
	Software Engineering	B+
	IS Innovations in Organisations and Society	S
	Calculus for Computing	S
	Independent Software Development Project (ORBITAL)	CS
	Introduction to Computer Networks	In Progress
	Data Structures and Algorithms II	In Progress
Specialization	Computer Graphics	A
	3D Modeling and Animations	In Progress
	Graphics Rendering Techniques	In Progress
Mathematics	Quantitative Reasoning	A
	Probability and Statistics	A-
	Linear Algebra I	S
Others	Business and Technical Communication	A-
	Singapore Society	S
	Patrons of the Arts	S
	Asking Questions	CS
	Personal and Interpersonal Effectiveness	CS
	Chinese Music, Language and Literature	In Progress

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