HONG WENXUAN

NTU Information Engineering and Media
Year 3 Student

CONTACT

Email:
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Github:
github.com/h-wenxuan

LANGUAGES

English (Verbal and Written)

Chinese (Verbal and Written)

SKILLS

Coding languages: Python, C, Java

Platform: MATLAB, Unity, Microsoft Office, Microsoft Word, Microsoft Excel

INTERESTS

Softball, Piano, Travelling

ABOUT ME

Enthusiastic and hard-working student pursuing a degree in Information Engineering and Media with a passion for cybersecurity, cloud programming and data science. Adept at problem-solving and excellent in self-directed learning, I am eager to apply my skills and knowledge in real-world scenarios through internships.

EDUCATION

Bachelor of Information Engineering and Media, Aug 2022 – Present

Nanyang Technological University, CGPA: 4.02/5

GCE 'A' Level, Jan 2016 – Dec 2021

River Valley High School

WORK EXPERIENCE

Research Assistant, Aug 2023 – Mar 2024

Institutional Statistic Unit, Nanyang Technological University

- Conducted research on topic given using SciVal and organized more than 200 gathered data through Excel spreadsheets
- Validated information for more than 30 questions in survey to ensure the wordings and figures are accurate and ready to be sent to students

PROJECTS

Cardiovascular Prediction, July 2023 – Nov 2024

- Utilised Kaggle dataset on cardiovascular disease and conducted comprehensive data cleaning and analysis on it using Python
- Applied advanced machine learning techniques, including logistic regression to predict the likelihood of cardiovascular disease given one's age, blood pressure and BMI values
- Demonstrated strong analytical skills by interpreting the accuracy of our model and communicated the results to professor effectively

Unity Game Development, Jan 2024 – Feb 2024

- Developed a third person shooting game, featuring aim effects for precise targeting and utilising NavMesh to create intelligent enemy behaviours, including patrolling, chasing, and inflicting damage to player
- Leveraged Unity libraries and Asset Store resources with C# coding to integrated shooting sound effects and visual effects to enhance game immersion and entertainment

Website and App Development, Feb 2024 – Apr 2024

- Utilised Apache Tomcat to create and store database with tables in SQL needed for our online game purchasing website
- Developed server-side functionality using Java and designed client-side interfaces with HTML and CSS to build a functional and visually appealing website

COMPETITIONS

DSTA Brainhack, May 2024

- Participated in Capture the Flag competition where we learn about different vulnerabilities and ways that people might exploit them, successfully solved 8 questions in 30h

CO-CURRICULAR ACTIVITIES

NTU Developers Club, Training and Development Sub-Committee Member, June 2023 – June 2024

- Facilitate 2 events, including school-wide Figma and MATLAB workshops with more than 200 turn-ups
- Assisted Google employees in organising and ensuring the smooth operation of a week-long hackathon hosted at Google

Hall 13 Orientation Camp Group Leader, June 2023 – Present

- Lead orientation and trained 4 group leaders and 100 volunteers on facilitation skills during workshops to enhance ability to execute camp activities safely
- Ensure smooth running of orientation camps, trial camps, and pre-event canvassing