

Work Experience

Fellow Robots

Software Engineering Intern, Silicon Valley, Aug 2015 – Present

- Created the dashboard of the Inventory Management System, the company's core product, from scratch to visualize and process data discrepancies, thus shortening client's inventory process from a week to two hours.
- Designed User Interfaces of Customer Service Robots for clients, resulting in the robot's ability to service 500 people a month per store.
- Built an augmented reality experience using Unity and Tango, allowing clients and investors to view parts of a store in the comfort of their office, increasing efficiency of their visit.

LifelTech! Singapore

Mentor, Singapore, June 2015

- Taught Unity in a programming camp of 20 kids aged 9-13, with every one of them creating their own personal game by the end of the camp.

Projects

TodoList, Feb 2017, Personal Project

- Created a multiple column draggable & sortable to do list in React, making use of the DnD library

Gitguard, Oct - Nov 2016

- Developed a tool to visualize github repositories' contribution and code using charts

JunKing, Nov 2016, Hackathon: Most minimum viable product

- Built a dashboard using Ruby on Rails to chart progress of recycling efforts, using the phone's sensor as a makeshift prototype to gamify recycling

SoLo, Jan 2016, Hackathon: 2nd Place

- Created a location based chat app in Android to connect visitors in a new city to locals

MyTasks, Sep - Nov 2014

- Built a desktop To-Do list in Java that incorporates language commands

Cafehuhu, May - July 2013, Personal Project

- Developed a map based café hunting website integrated with Google Maps

Education

National University of Singapore, Aug 2013 – Present

- Bachelor of Computing (Honours) in Computer Science. Specialisation: Software Engineering

Stanford University, Jan – Mar 2016

- Stanford Center for Professional Development. Courses taken: Global Entrepreneurial Marketing

Leadership Experience

Deputy Director of Freshmen Orientation Projects

- Supervised the planning of two orientation camps, a school-wide theatre performance, and a nation-wide donation drive, resulting in more than 300 participants for the events.

Vice Project Director of Freshmen Orientation Week

- Designed a workflow for the program and logistics of the orientation event, allowing for all committee members to follow a more structured and efficient process of running the camp.

Lead Event Director of *The Hunt* 2012

- Organized an award cum entertainment event successfully with a 6-man strong committee, garnering an audience of 600.

Achievements

Hackfest SG 2016 Most Minimum Viable Product

The Google Anita Borg Memorial Scholarship 2016 Finalist

Girls in Tech's Super Football App hackathon 2016 First Runner Up

Skills

Programming HTML/CSS, Javascript, Java, Python, R, C, Ruby on Rails

Technologies Git, Django, vim, Docker, SVG, WPF (C#/XAML), Unity