JAVIER LIM JUN YI

Availability : 11 Aug 25 - 11 Dec 25 (SG)
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EXPERIENCE

Software Engineering Intern | CloudJoi
May 2025 - Aug 2025
NUS Overseas College Malaysia Batch 5
- CloudJoi is a digital platform startup based in Kuala Lumpur dedicated to making art accessible for all
- React & Laravel Full-Stack Development

Co-Founder | Chimera
Jan 2025 - Present
- Chimera turns your morning routine into a gamified fire-building challenge fueled by community support and daily consistency, built with React Native and Django.
- Secured NES Startup Membership, gaining access to mentorship, funding opportunities, and networks
- Applied for and actively participated in the RC4 Pitching Competition, presenting the app's vision to industry leaders and potential investors, for a 10K seed grant & green lane to BLK71. Awaiting results
- Currently building MVP, to deploy and build waitlist while in NOC Malaysia
- To apply for VIP@SoC in AY25/26

Teaching Assistant | NUS School of Computing
Jul 2024 - Present
CS1010X: Programming Methology
- Given the sole responsibility out of all other TAs to updated deprecated content from Python 3.7 to 3.13, translating code from Cocos to Pygame and utilising GIMPS to rectify faulty sRGB profiles, removing problematic metadata.
- Contest Head IC for 2D Runes, led a TA team to organise the contest and conduct votings for winners
- Tutoring 6 students, grading their assignments and providing constructive feedback on programming.
SWS3001: Solving Real World Problems with Computational Thinking
- While unmatriculated, handpicked by Prof Leong Hon Wai to teach Y3 International students computational intelligence in a 3-week long workshop
- Mentored a class of 20+ Y3 International students, conducted tutorials and graded presentations.

Software Engineering Intern | Strive Education (YC S21)
Jan 2024 - Jun 2024
- YC S21-backed, Forbes 30 Under 30 Asia 2024-recognised EdTech startup
- Developed interactive simulations with p5.js and Pygame illustrating Grade 8 math concepts for 10k students
- Leveraged TinaCMS to integrate content management with modern development practices
- Developed modular and reusable codebases for educational games, incorporating OOP, FP, event-driven programming, and real-time user interaction handling.
- Designed and executed structured Python programming workshops across multiple international schools

Video Editor & Media Intern | Indigo Education Group
Jan 2022 - Mar 2022
- Created TikTok & YouTube content with Premiere Pro, garnering 150k+ views total
- Edited and produced educational videos explaining complex chemistry topics clearly and concisely
- Enhanced professional video editing skills through hands-on experience with advanced editing tools

AI Researcher | A*Star I2R
Nov 2020 - Jan 2021
- Research attachment at Singapore's leading research organisation to enhance PCR result detection
- Extracted and analysed datasets via Matplotlib, NumPy, & pandas, and used EMA to determine sigmoidal curves from plot points and establish thresholds
- Produced numerous algorithms with 100% detection accuracy, tested with evaluation datasets

PROJECTS

MyPaperLeh? (AI Exam Paper Generator)
MyPaperLeh is an AI-powered SaaS platform that takes uploaded exam papers and regenerates completely new papers with fresh questions, maintaining the same format, topics, and syllabus coverage. Aims to streamline the exam-making process for educators and provide additional revision resources for students by leveraging cutting-edge Generative AI technologies. In stealth mode, developed using React, GenAI, FASTApi.

2048 AI Solver
Developed an intelligent AI solving the 2048 puzzle game using minimax algorithm with alpha-beta pruning. Implemented strategic heuristics including positional weighting, clustering penalties, and empty cell analysis. Created a depth-limited search algorithm balancing computational efficiency with strategic planning. Built a full-stack application with Python/FastAPI backend and React frontend connected via Axios to visualise the AI's decision-making process in real-time. The system achieves high scores, reaching the 2048 tile at >90% rate.

HalloweenQueue-telegram
Collaborating with various Residential Colleges to develop the HalloweenBot, a CRUD queue management system for Halloween-themed events across NUS RCs, impacting over 3000 students. Utilising PostgresSQL database for hosting & Python RESTful backend.

Personal Portfolio Website | javier.chimeraapp.net
Personal Portfolio Website for myself, hosted with React Frontend, using Supabase to collect email addresses.

Chimera Landing Page | chimeraapp.net
React + Vite website to showcase Chimera and collect email addresses from interested beta testers. Hosted with Vercel + Supabase database

code4.ny | NYSecure
Co-founded code4.ny, a web app streamlining crisis attendance-taking at NYJC. Led end-to-end software engineering—from UI design to database architecture—to deliver an MVP for improved school safety. Developed with JavaScript, Airtable & Flask.

Simple Chess App
Basic International Chess App made with functional chess pieces, developed with Flask

LEADERSHIP/ACTIVITES

Finance Executive | RC4 Entrepreneurship Club
- Oversees financial planning, reporting, and resource management to support entrepreneurial initiatives and club activities. Organised events like the Startup Carnival, connecting RC4 residents with startups based in NUS, and a Pitching Clinic where over 40 participants gained valuable insights on crafting compelling pitches, capturing investor interest, and scaling big ideas.

Lead Software Developer | RC4 College Students' Committee Tech Division
- Leads software development projects, manages team tasks, and ensures the delivery of high-quality technical solutions in the RC. Involved in 2 projects

Head | RC4Floorball
- Provides leadership for the floorball team, organising training sessions, fostering teamwork, and strategising for competitions. Organised a workshop introducing 30+ residents to pick up the sport.

Startup Member | NUS Entrepreneurship Society
- Engages in a vibrant entrepreneurial community, leveraging mentorship, exclusive events, and resources to develop and scale Chimera.

Captain | FIFA Inter College Games 2025
Executive Organiser | RC4 Inter-House Games 2024
Designer | RC4 House Committee
Member | NUS Recreational Floorball

COMPETITIONS/AWARDS

RC4 Pitching Competition - Pitched Chimera to various judges, including a Stanford professor from Silicon Valley for a $10,000 grant funded by NUS Enterprise

Hack & Roll 2025 - Developed a React app that recommends a randomised route between 2 locations

Hack 4 Good 2024 - Built a multi-function volunteering dashboard with React meant to simplify the process of joining volunteering activities, and enabling admins to submit new volunteering activities.

Cyberthon 2021 - 9th Placing
SAFMC 2021 - Finalist Team
IJMO 2018 (International Math Olympiad) - Bronze
SIMOC 2017 (International Math Olympiad) - Bronze & Rank 26

TECHNICAL SKILLS

Languages: Python, JavaScript, TypeScript, Java, C/C++, MIPS/ASM, HTML/CSS, SQL, PHP
Frameworks: Flask, React, React Native, Django, Express.js, Laravel, Node.js
Technical Tools: GCP, Git, Docker, MongoDB, PostgreSQL, Supabase
Graphical Tools: Figma, Adobe Express, Premiere Pro, Photoshop, Canva, GIMPS
Libraries: Matplotlib, NumPy, pandas, Pygame, Cocos, PIM, FASTApi, Axios, p5

EDUCATION

National University of Singapore   **Expected Grad: 2028**

Computer Science with Second Major in Data Analytics   GPA: 4.83 (First Class Honours)

REFERENCES (AVAILABLE UPON REQUEST)

- Prof. Tan Sun Teck: President of International Olympiad in Informatics, A/Prof @ School of Computing, NUS
- Prof. Tan Tiow Seng: Associate Professor (CS1010X) @ School Of Computing, NUS
- Prof. Leong Hon Wai: Honourary Fellow (SWS3001) @ School Of Computing, NUS
- Amith Kamath: Content Lead @ Strive Math