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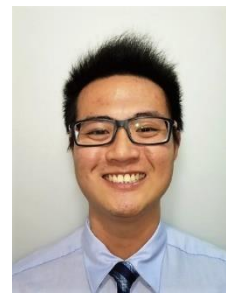
Personal Statement

Internship Objective

I am interested to apply for a software engineering intern position. My specialization includes Java, web and app development. In addition, as a fast and keen learner, I am willing to diversify into other unchartered areas.

About Me

I am currently majoring in computer engineering. As an avid programmer, I hope to innovate better technologies to improve people's lives. To reach this aspiration, I participate in various events and hackathons to hone my skillsets and meet like-minded individuals. One particularly memorable experience was from the **Startup Weekend Singapore Mega**, where teams turn ideas into startup in 54 hours. My team developed a **location-based interest app prototype** for users with similar interests to mingle, with venue optimization as our core business model. This was an eye-opening experience for me as I went through the different stages of a startup. I aspire to put the knowledge and skills I acquired into making a positive impact in the society.

Experience

I had recently concluded an internship at Manifera Software Development Private Limited. As the lead software development intern, I led a team of 7 engineers to develop an **inventory management system** for KK Women's and Children's Hospital. On top of my role, I also developed the **web-based inventory management application** using **MEAN framework**, which interacts with the hardware sensors to provide a seamless real-time monitoring system. This was an enriching experience because I was given the opportunity to develop the whole concept from ideation to a sustainable business model.

Strength

I possess **strong leadership qualities**. Over the years, I have taken up many leadership roles, such as leading my team in the iDEa$ Challenge Hackathon and my class during my junior college years. I am a natural leader who can rise and take lead when there is a need, setting clear directions and uniting the team towards a common goal. Apart from that, I have **good time management**. In the recent internship with Manifera, I was given weekly deadlines for the team to meet. As the lead intern, I ensured every deadline was met satisfactorily with no compromise made. Moreover, I am a **strongly independent** individual. Having served in the military for two years, I was exposed to harsh and hostile elements as part of my resilient training. This has taught me to take ownership of my own work and adapt quickly to foreign environment.

How can I contribute

I am highly motivated and confident that I can contribute to the company to the best of my abilities. My strong leadership qualities will be paramount in leading a team in a project to contribute unique ideas and solutions. I am enthusiastic and look forward to the opportunity to be using my technical skills to contribute to the company. Apart from software development, I am willing to diversify into other unchartered areas and learn new skillsets that the company needs.

Education

Aug 2016 - Present	**National University of Singapore** Bachelor of Computing (Honors) in Computer Engineering *(Course details in Appendix A)*
Jan 2012 - Dec 2013	**Anderson Junior College** • Singapore-Cambridge General Certificate of Education Advanced Level

Work Experience

May 2017 – Aug 2017	**Manifera Software Development Private Limited** *Lead Software Development Intern* • Led a team of 7 engineers to develop an inventory management system for KK Women's and Children's Hospital • Developed a web-based management application using MEAN framework • Integrated hardware sensors and software for a seamless real-time monitoring system
Feb 2014 – Jun 2016	**42nd Battalion, Singapore Armored Regiment** *Section Commander* • Awarded Best Commander Award for display of dedication and leadership • Served as an Armor Driving Tester, assessing and qualifying soldiers on armored platforms

Scholastic Achievements/Extracurricular Activities

Sep 2017 – Oct 2017	**Startup Weekend Mega Singapore** • Led a team of 7 participants in conceptualizing an idea into a startup within 54 hours • Developed a location-based interest app prototype, with venue optimization as the core business model
May 2017 – Aug 2017	**Orbital Project** • Led a team of 2 as part of a self-directed and independent software development project • Co-developed an Android game app using Unity game engine
Jan 2017 – Feb 2017	**IDEa$ Challenge Hackathon** • Led a team of 4 freshmen across engineering and business faculties • Developed a seat management system for libraries • Awarded Best Participants Award
Jan 2012 - Dec 2013	**Anderson Junior College** • Awarded College Class Leader Award for recognition of contributions to college activities • Awarded Platinum Social Service Award for contributing more than 300 hours of community service

Skill Sets & Proficiency

Programming	Java	Proficient
	C	Intermediate
	C#	Basic
Web	**HTML**	Intermediate
	CSS	Intermediate
	JavaScript	Proficient
	Node.js	Intermediate
	jQuery	Intermediate
	Angular.js	Intermediate
	Express.js	Intermediate
Database	**MongoDB (NoSQL)**	Intermediate
Game Engine	Unity	Intermediate
Integrated Development Environment	IntelliJ	Proficient
	Atom	Proficient
	Eclipse	Intermediate
Server Management & Network	Server Setup/Maintenance	Basic
Version Control Tools	Git	Intermediate
Hardware Design	HDL (Verilog)	Proficient
	Arduino prototyping	Proficient
	Circuit design	Basic
Operating Systems	Windows XP, 7, 10	Proficient
Non-technical Skills	Project Management	Proficient

Language Proficiency

Spoken	English – fluent; Mandarin – fluent
Written	English – competent; Chinese – average

Degree: Bachelor of Computing (Honors) in Computer Engineering
Cumulative Average Point: 4.24 / 5.00

Classification	Course Name	Grades
Software Development	Introduction to Computer Engineering	A-
	Programming Methodology	B+
	Data Structures and Algorithms I	S
	Discrete Structures	S
	Software Engineering	IP
	Real-Time Operating Systems	IP
	Computational Thinking	IP
	Independent Software Development Project (Orbital)	CS
Hardware Development	Electrical Engineering	B+
	Devices & Circuits	A-
	Digital Fundamentals	IP
Interpersonal Skills	Critical Thinking & Writing	B+
	Effective Communication for Computing Professionals	IP
Others	Introduction to Design Thinking	B+
	Mathematics I	A-
	Mathematics II	A-
	Physics IIE	A-

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