

JOSHUA NEE

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EDUCATION

National University of Singapore

Aug 2021 - Present

- Cumulative Average Point: 4.90 / 5.0
- Expected Graduation: July 2025 with BEng in Computer Engineering
- NUS Electrical and Computer Engineering Camp Orientation Organizer, NUS School of Computing e-Freshmen Orientation Group Leader

Raffles Institution

Jan 2013 - Dec 2018

- GCE A-Levels, Rank Points: 87.5 / 90
- Year One Orientation Camp Organizer and Group Leader

WORK EXPERIENCE

Solutions16, Software Engineering Intern

Sep 2022 - Present

- Partnered in a team of 6 to develop and maintain over 20 discrete IoT devices across Singapore
- Improved upon the core library driving the functionality of the devices using software engineering principles and automated data collection and processing using Blynk

National University of Singapore, Teaching Assistant

Aug 2022 - Present

- Worked together with 7 others to conduct distinct tutorial and lab sessions for Data Structures and Algorithms module, managing a total class size of 207 students with weekly consultation sessions

PROJECTS & HACKATHONS

Telegram Bot - Study Buddy

May 2022 - Present

- Collaborated as main developer in a group of 3 in building a Telegram bot aimed at connecting students who wish to study together
- Built using MongoDB for backend and Heroku for deployment to 80 Engineering students

Game Development - Orbital (Apollo 11 / Advanced)

May 2022 - Aug 2022

- Attained the 2nd highest Level of Achievement for an Independent Software Development Project
- Developed a single-player precision platformer game in a pair, built using the Unity game engine, with sprites and art style adapted from classic games, with around 1 hour of gameplay

Augmented Reality - Future Interfaces With Smart-Glasses

May 2022 - May 2022

- Developed an Optical Head Mounted Display (Smart Glasses) Android app in a team of 3, using Unity for the Nreal Light AR glasses to guide users through shopping malls by following a feline companion

Blockchain - Singapore Blockchain Innovation Challenge

Dec 2021 - Dec 2021

- 3rd Place in the Enthusiast Track of the Hackathon
- Developed a web app in a team of 4, focused on interoperability between a health blockchain and insurance blockchain to build an instant-payout solution from viewpoint of an insurance company
- Utilized the Affinidi platform to verify health certificates and extended project's scope with ZKSync Layer-2 platform to minimise gas fees

SKILLSETS

- Languages: English (spoken and written), Chinese (spoken and written)
- Technical: Computer-Aided Design, Microsoft Office Suite (Word, PowerPoint, and Excel), MATLAB
- Programming: Arduino, Android Studio, C, C++, C#, CSS, GPIO Programming, HTML, JavaScript, Lua, MongoDB, Python, Raspberry Pi, React, SQLite, Unity