

# LAU KAR RUI

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<https://karrui.github.io/>  
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## EDUCATION

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### **Bachelor of Computing (Honors) in Computer Science**

National University of Singapore (Expected Graduation 2020)

CAP: 4.35 / 5.00

Singapore  
2017 to current

### **Diploma in Business Administration**

Singapore Polytechnic

GPA: 3.83 / 4.00

Singapore  
2010-2013

## PROJECTS

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### **iungo**

Java Desktop App

A desktop address book application

- **Software lead** for team of 3 for project using Agile development, in charge of code and tests reviews
- Written in Java, and JUnit 4 for testing
- <https://github.com/CS2103AUG2017-F11-B3/main>

### **Taskrr**

Full Stack Web App

A task matching web application where users can post tasks or offer bids for completing tasks for monetary compensation

- **Lead developer** of a team of 3 for the front-end of application, ensuring good code structure and modularization
- Ensure RESTful naming conventions
- Implemented framework for easy PostgreSQL query execution
- Written in JavaScript, Node.js, Express.js, jQuery, Bootstrap 3, with PostgreSQL as backend database
- <https://github.com/karrui/taskrr>

### **Chope God**

iOS Swift App

Proof of concept application where users can reserve seats or meeting rooms and use their phones to see if the spot is reserved

- Application **won "Top 8"** for Hack & Roll 2018, the largest student-led hackathon in Singapore
- Implemented AR function and set up the Firebase backend
- Written in Swift, using ARKit with Firebase as backend database
- <https://github.com/karrui/hacknroll2018-ChopeGod>

### **AI Tetris Bot**

Java Desktop App

A desktop application where an AI tries to play Tetris without human input

- Implemented various heuristics for machine training
- Maintained OOP and ensured modularization of code
- Written in Java

## EXPERIENCE

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### **Teaching Assistant (Introduction to Software Engineering, CS2103)**

Jan 2018 – May 2018

National University of Singapore School of Computing

- Review student's weekly progress on their GitHub pull requests
- Topics discussed: OO system analysis, modeling and design, implementation, testing, software engineering principles, forming test cases

## SKILLS

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**Languages:** Java, C, Swift, SQL, JavaScript, HTML/CSS

**Technologies:** git, Node.js, Express.js, jQuery, PostgreSQL, JUnit, Firebase