Kevin Pek Yue Ting

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EDUCATION

National University of Singapore (NUS)   **Aug 2021 – Current**
- B.Sc Data Science and Analytics (Hons), Second Major in Computer Science
- Cumulative Average Point: 4.53/5.00
- Achieved Dean's List in AY22/23 Semester 1.

Stanford University – *International Honours Program*   **Jun 2023 – Aug 2023**
- Courses Taken: Design and Analysis of Algorithms, Artificial Intelligence: Principles and Techniques

Hwa Chong Institution   **Jan 2013 – Dec 2018**
- **H2:** Physics (A), Mathematics (A), Chemistry (A), Economics (B)

SKILLS

- Programming Languages: Python, TypeScript, Java, R, C#
- Web Technologies: React, NextJs, Express, FastAPI, Flask, Docker
- Other Technologies: Git

WORK EXPERIENCE

NUS IORA/NCS – *Research Assistant*   **May 2023 – Dec 2023**
- Collaborated with AI apprentices from AISG's 100E4R project on Smart Data Center management.
- Develop synthetic control models in Python in Microsoft Azure environment.

NUS IORA/SIA – *Full Stack Developer*   **Aug 2022 – Apr 2023**
- Built web applications for a learning platform with content and user management features using React (Material UI) and Express, utilising MySQL and AWS S3 cloud storage.
- Implemented machine learning algorithms in Python (contextual bandits, sklearn, pandas libraries) for a multi-armed bandit problem.
- Deployed algorithm as an API using the FastAPI framework for use with other applications.
- Containerised and deployed applications on AWS EC2 using Docker Compose.

Idemia – *Full Stack Intern*   **May 2022 – Aug 2022**
- Collaborated in a team of 3 to develop a prototype application for microservice orchestration in Java, using Apache Camel and Spring Boot.
- Wrote integration and unit tests for applications using the Testcontainers library and Junit5 framework.
- Optimised inefficient code in several microservice applications.

NUS IORA/SIA – *Research Assistant*   **Apr 2022 – May 2022**
- Built MVP for learning platform using Flask.
- Refactored code from jupyter notebooks into usable full stack web application in flask.

NUS Department of Biomedical Engineering – *Game Developer*   **Feb 2022 – May 2022**
- Developed interactive quiz application that automatically logs data in Google Spreadsheets using the Unity Game Engine.

Defence Science and Technology Agency – *Modelling and Simulations Intern*   **Mar 2021 – Jun 2021**
- Built high fidelity simulation environments on Unity for Reinforcement Learning projects and produced detailed documentation.
- Utilised the ML Agents package on the Unity Engine to train and package Deep Learning models for 2 Reinforcement Learning projects.

EXTRACURRICULAR ACTIVITIES

NUS Google Developer Student Club – *Head of Technology* **Jun 2023 – Current**
- Spearheaded development for both frontend and backend teams using scrum methodology.
- Communicate with stakeholders for feedback and product requirements.

NUS Google Developer Student Club – *Software Engineer* **Sep 2022 – May 2023**
- Created a campaign management system for internal users to publicise and edit campaigns, and to process donations from various payment providers using React (Material UI), Nextjs, MongoDB and Express.
- Wrote unit and integration tests for backend server in Cypress, and setup automated CICD pipeline on GCP.

42nd NUS Rovers Adventure Club – *Honorary General Secretary* **Oct 2021 – Oct 2022**
- Demonstrated leadership by helming local and overseas expeditions for trekking and cycling events.
- Exemplified organisational skills by managing and maintaining the membership database of the club events.

42nd NUS Science Club Alumni Relations Committee – *Marketing Executive* **Oct 2021 – Oct 2022**
- Reached out to various organisations and liaised with them for sponsorships or partnerships, to support the events organised by the Alumni Relations Committee.
- Designed promotional graphics and prospectus for potential sponsors and partners for events organised by the Alumni Relations Committee.

NUS Student Union IT Committee, CharITeach – *Volunteer Tutor* **Mar 2022**
- Taught underprivileged students basic coding skills through the process of learning how to make a game using the Scratch programming language.
- Took initiative to tailor concepts taught for children to help them learn better.

CharITeach – *Volunteer Tutor* **Mar 2022**
- Taught underprivileged students basic coding skills through the process of learning how to make a game using the Scratch programming language.
- Took initiative to tailor concepts taught for children to help them learn better.

PROJECTS

Travel App
- Full stack developer for a mobile travel application in React Native and ExpressJs.

Document Semantic Search
- Developed application for parsing common document formats for school notes using Python and vector encoding algorithms.