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: 4.64/5.00
- Achieved Dean's List in AY22/23 Semester 1.

Hwa Chong Institution **Jan 2013 – Dec 2018**
- **H2:** Physics (A), Mathematics (A), Chemistry (A), Economics (B)
- **H1:** General Paper (B), Project Work (B)

SKILLS

- Programming Languages: Python, TypeScript, Java, R, C
- Frameworks: React, Express, FastAPI, Flask
- DevOps: Docker, Git
- Cloud Platforms: GCP (Cloud Build, Cloud Run), AWS (S3)
- Proficient in English and Mandarin (Spoken, Written)

WORK EXPERIENCE

NUS IORA – *Student Researcher* **Mar 2022 – Current**
- Built web applications for a learning platform with content and user management features using React (MUI) and Express, as well as Flask and Jinja2, utilising MySQL and AWS S3 cloud storage.
- Implemented online machine learning algorithms in Python (contextual bandits, sklearn, pandas libraries) for a multi-armed bandit problem.
- Deployed said algorithm as an API using the FastAPI framework for use with other applications.
- Containerised applications for use in test environment using Docker and Docker Compose.

Idemia – *Full Stack Intern* **May 2022 – Aug 2022**
- Collaborated in a team of 3 to develop a prototype application for microservice orchestration using Apache Camel and Spring Boot.
- Wrote integration and unit tests for applications using the Testcontainers library and Junit5 framework.
- Optimised inefficient code involved in fetching data from Apache Kafka in several microservice applications, resulting in a 10x reduction in network bandwidth usage.

NUS Department of Biomedical Engineering – *Student Developer* **Feb 2022 – May 2022**
- Developed an interactive quiz application that automatically logs data in Google Spreadsheets using the Unity Game Engine, to assess the cognitive skills of persons suffering from Alzheimer's Disease.

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 wrote 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 – *Software Engineer (Backend)* **Sep 2022 – Current**
- Developed the backend services for a campaign management system, and a payment service to process donations from various payment providers using MongoDB and Express.
- Wrote unit tests in Cypress and setup automated CICD pipeline on GCP using Cloud Run and Cloud Build.

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.

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.