

# Lee Yan Le Ryan

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## EDUCATION

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### National University of Singapore Bachelor of Science (Hons)

Aug 2022 - Present

- Major in Data Science and Analytics
- Specialisation in Operations Research
- Minor in Computer Science
- CGPA: 4.39 / 5.0

## TECHNICAL SKILLS

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- Programming Languages: Python, Java, C++, C#, R, SQL
- Software: Microsoft Office Suite (Word, PowerPoint, and Excel)
- Graphics: Photo Editing, Video Editing

## EXPERIENCE

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### Digital Production Assistant, NUS, Singapore

Aug 2024 – Mar 2025

- Collaborated with 3 professors and a production team to produce engaging educational videos on prompt engineering, generative AI and machine learning
- Contributed to courses published under NUS Blended Learning 2.0, allowing NUS professors and staff to learn more about recent advancements in AI and ML
- Revamped old lecture slides by integrating PowerPoint animations and transitions, synced recorded videos with slides using Camtasia, captioned videos using Descript

### Teaching Assistant, NUS, Singapore

Aug 2024 - Nov 2024

- Mentored 25 undergraduates in CS1010E, a course in NUS on computational thinking and problem-solving using Python
- Received 9 nominations for teaching excellence and rated 4.5/5 for overall teaching, slightly better than computing departments
- Designed custom slides, using animations for visual clarity to bridge learning gaps

## PROJECTS

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### Orbital – NUqueSt

May 2023 – Aug 2023

- Developed a top-down action-adventure game in Unity to gamify NUS courses
- Implemented quests and puzzles like N-Queens for computing courses to familiarize new undergraduates with course difficulty in a fun and interactive way
- Applied software engineering principles in back-end development, ensuring robust code and scalable architecture
- Achieved the highest level of achievement (Artemis – Extreme), placing around the top 5% of the 2023 cohort for CP2106

### Chess UI & AI

July 2024 – Aug 2024

- Developed an interactive chess application in C++ using Qt5 for a user-friendly GUI
- Experimented designing a custom chess AI with advanced search heuristics