Lee Yan Le Ryan

HP: 84683023   Email: e0958711@u.nus.edu
GitHub: https://github.com/leeyanleryan

EDUCATION

National University of Singapore   **Aug 2022 - Present**
Bachelor of Science (Hons)
- Major in Data Science and Analytics
- Specialisation in Operations Research
- Minor in Computer Science
- CGPA: 4.39 / 5.0

TECHNICAL SKILLS

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

EXPERIENCE

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

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