**Lee Yan Le Ryan**

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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