

## EDUCATION

**Nanyang Technological University, Singapore** Aug 2019 – Dec 2022  
**Bachelor of Engineering (Computer Science)**

- Expected Honours (Merit), Current CGPA: 3.65/5.00

**Ngee Ann Polytechnic, Singapore** May 2015 – Apr 2017  
**Diploma in Electronic and Computer Engineering**

- Director's List for April Semester 2015, Academic Year 2015/2016
- Graduated with Diploma with Merit, GPA 3.86/4.00

## ACADEMIC PROJECT

**Nanyang Technological University, Singapore** Jan 2022 – Oct 2022

### **Final Year Project (Flutter) – A percussion sequencer mobile app**

- Developed an Android mobile application that encourages collaboration between users to make percussive rhythms with multiple mobile devices.
- Designed in a way such that the mobile application uses both Bluetooth and Wi-Fi communications to send and receive data. To achieve the desired collaborative results.

**Nanyang Technological University, Singapore** Jan 2022 – April 2022

### **Multi-Disciplinary Project (Android Java) – A remote control mobile app**

- Developed an Android mobile application that allows user to transmit and receive messages from a Raspberry Pi module through Bluetooth communication.

**Nanyang Technological University, Singapore** Jan 2021 – April 2021

### **Advance Software Engineering Project (Flutter) – EzBook (An attendance taking and booking app)**

- Developed an Android mobile application that allows teachers to take class attendance using facial recognition.
- The app consists of a booking feature that allows user to book school facilities and facility staffs can manage the bookings through the app.

**Nanyang Technological University, Singapore** Aug 2020 – Nov 2020

### **Software Engineering Project (Flutter) – Design a public transport fare calculator mobile app**

- Developed an Android mobile application that calculates fares of public transports based on travel distances and the mode of transport (Bus/MRT) with data retrieved from APIs.
- Designed to help users compare their monthly transport fares with monthly concession passes, to decide whether the concession pass is worth to purchase for the user

## INTERNSHIP EXPERIENCE

**Kinexcs** July 2021 – Dec 2021

### **Software Engineer (Front-End), Intern**

- Developed exercises with computer vision using MediaPipe Pose for users to workout in good posture. Designed a simple interface for the desktop app using Kivy.
- Generate reports by using Jupyter Notebook, data collected from RDS database. For clinicians to check on the progress of their patients.
- Designed UI layouts using Figma on the KIMIA Monitor (An app that monitors the recovery progress of a patient that went through a knee surgery) design, to enhance the user experience.
- Developing new features for KIMIA Monitor using Flutter. Features such as, user profile, local and push notifications, live-capturing of data from device.

**Nextan Pte Ltd** May 2016 – Aug 2016

### **Research and Development department, Intern**

- Worked closely with 3 full-time engineers from software development department to create a healthcare related mobile application for M1 company
- Researched on improving and optimizing the mobile application to be able to synchronize with weighing scales and blood pressure monitors
- Assisted in development of the User Interface by gathering relevant information from end users and improving it to be more user friendly

## PERSONAL PROJECT

---

### Coursemology

Dec 2021 – Current

#### Front-End Mobile App Developer (Android and IOS), Flutter

- Developed a commercial mobile app for both Android and IOS platforms using Flutter.
- The app is designed to display user's training courses, schedules, make payments and to get notified through push notifications for multiple alerts.
- Basic calling of APIs from database to fetch data.
- Designed the UI/UX of the interface using Figma.
- Deployment of mobile app into Google and Apple app store.

### Theometrics LLC (Bevis)

June 2023 – Current

#### Front-End Mobile App Developer (Android and IOS), Flutter

- Developed and maintain mobile app for both Android and IOS platforms using Flutter.
- The app is designed to integrate Web3 technologies and blockchain into a mobile application.
- Working closely with client to ensure existing bugs and issues are fixed.
- Re-designed the UI/UX of the interface, ensuring seamless user experience and visually appealing mobile app.
- Conducted thorough testing, including unit tests and integration tests.

## WORK EXPERIENCE

---

### Creative Technology Ltd

Jan 2023 – Current

#### Software Engineer (Mobile App), Android

- Developed media player apps using native Java and Kotlin
- Experienced in working with Bluetooth and USB communication between app and hardware devices
- Developed multiple Android apps for automated testing of app features
- Maintained current apps to ensure optimal performance.
- Deep understanding of the Android platform, architecture and writing clean codes

## CO-CURRICULAR ACTIVITIES

---

### Freshmen Orientation Camp

Dec 2019 – Aug 2020

#### Group Leader

- Bond with 70 freshmen through online platforms by playing games and interacting online activities.
- Participating a three-day camp to enhance my ability to carry out camp activities safely and to bond with fellow camp members.

### Buddy'IN Club

May 2014 – Nov 2014

#### Mentoring

- Volunteered as a buddy to support special needs students both emotionally and physically, helping them to adapt with society.
- Managing games and activities with special needs students to bond and interact with them.

## SKILLS

---

Languages: Proficient in English and Chinese

Digital Skills: Java, Flutter, Dart, Python, Android Studio, CodeBlocks, Microsoft Office, Jupyter Notebook, Xcode

## HOBBIES & INTERESTS

---

Travelling overseas, Watching movies, Sports (Soccer)