

LEONG Shengmin

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Personal Statement

I am a highly adaptable and self-motivated Computer Science Undergraduate who is always excited to learn new skills and challenge myself. Having experience in web and mobile application development in school-based projects, I seek further hone my skillset in this area by working alongside and learning from experienced and skilled developers in the product development lifecycle. Seeking a summer internship as a Software Engineer which would give me the opportunity for me to do so.

I am skilled in web application development using the Node.JS framework, which I have used to design and implement a fully-functional web-based restaurant reservation system with a back-end database in SQL for a school-based project. Additionally, I have experience in Android mobile application development, having designed and developed a food ordering and delivery application which utilizes an end-to-end GPS navigation and tracking system as well as a cloud notification system to streamline the food delivery process for couriers and increase the reliability of service for customers.

Having developed a digital piggy bank application with Software Engineering principles in mind such as testing and modularization under National University of Singapore's Software Engineering module, I am exposed to the necessary tools for systematic and rigorous development of software systems.

While I may be lacking in work experience, I strongly believe that my ability to learn on the job would allow me to compensate for my inadequacies. This is illustrated by my ability to duly perform my role as a Data Analyst Intern, developing dashboards for enterprise-level clients such as Accenture as well as developing a custom heatmap visual to be used in existing dashboards, despite lacking any prior experience or real knowledge in the area of Data Science.

I understand the pertinence of communication amongst team members especially in a fast-paced environment like a start-up. Having worked in teams, both in school-based projects as well as a startup environment, I believe that I have the necessary communication skills to be a team player and contribute wherever necessary.

I am always excited to explore and learn new skills from experienced teams and contribute meaningfully to the team.

Education

Aug 2017 - Present	National University of Singapore Bachelor of Computing (Honours) in Computer Science (Course details in Appendix A)	Singapore
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Work Experience

Sep 2018 – Feb 2019	Trakomatic <i>Data Analyst Intern</i> <ul style="list-style-type: none">• Developed dashboard to monitor and report anomalies in data• Developed facial recognition and people tracking dashboard for Accenture which was showcased in Accenture's Experience Centre• Developed real-time retail analytics dashboard for enterprise-level clients• Developed heatmap visual capturing consumer shopping behavior	Singapore
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Scholastic Achievements/Extracurricular Activities

Aug 2017 - Present	Scholarship Awarded NUS Undergraduate Merit Scholarship	Singapore
	External Competitions / Projects <ul style="list-style-type: none">• <u>National Data Science Challenge 2019</u>: Developed deep-learning model to accurately predict product categories using textual and image data• <u>Hack & Roll 2018</u>: Developed physics game engine for Zen gardening game• Developed a web scraper in Java to fetch a list of trending Github Repositories by date bin and store that data in XML format.	Singapore
	Community Involvement Projects <ul style="list-style-type: none">• Software Developer for Overseas Community Involvement Project in Yelagiri, India:• Team Leader of Community Involvement Project under the Braddell Heights Community Leadership Programme	Singapore
2015 - 2017	Nanyang Junior College <ul style="list-style-type: none">• Honour Roll for JC2 Mid-Year and Preliminary Examinations• Awarded Edusave Certificate of Academic Achievement (JC1, JC2)• Leadership role of News Anchor in college's film and media club, Channel News Nanyang• Awarded CCA Award (Individual)• Participated in Schools Digital Media Awards	Singapore

Skill Sets & Proficiency

Office Productivity	Microsoft Word, PowerPoint, Excel	Proficient
Multimedia	Adobe Photoshop Final Cut Pro	Proficient Proficient
Web	Node.js HTML/CSS	Intermediate Intermediate
Database	PostgreSQL MSSQL Firebase MongoDB	Intermediate Intermediate Intermediate Basic
Programming	Java JavaScript TypeScript Python SQL R	Proficient Intermediate Intermediate Intermediate Intermediate Basic
Version Control	Git	Intermediate
Markup	XML JSON Latex Markdown Asciidoctor	Intermediate Intermediate Intermediate Intermediate Intermediate
Operating Systems	Linux Windows	Basic Basic
Non-technical Skills	Project Management Videography	Basic Intermediate

Language Proficiency

Spoken	English – fluent; Mandarin – fluent
Written	English – competent; Chinese – competent

Additional Information

I enjoy playing sports and trying out and exploring the unknown.

Degree: Bachelor of Computing (Honours) in Computer Engineering

Cumulative Average Point: 3.84 / 5.00

Year	Level	Course Description	Grades
Aug – Nov 2017	Year 1/Semester 1	Programming Methodology	A
		Discrete Structures	B
		Linear Algebra I	B+
		Ethnicity and Nation-Building: Singapore and Malaysia	B+
		Taming Chaos	B+
Jan – May 2018	Year 1/Semester 2	Data Structures and Algorithms	B
		Computer Organisation	B-
		Programming Methodology II	A-
		Programming Methodology	A+
		Quantitative Reasoning	B
		IS Innovations in Organisations and Society	B
Aug – Nov 2018	Year 2/Semester 1	Introduction to Operating Systems	B
		# Software Engineering	B+
		Physical Questions from Everyday Life	B+
		Calculus for Computing	B
		Effective Communication for Computing Professionals	B
		# Independent Software Development Project (ORBITAL)	CS
		Asking Questions	CS
Jan – May 2019	Year 2/Semester 2	Data Structures and Algorithms II	In-progress
		Introduction to Information Retrieval	In-progress
		Introduction to Computer Networking	In-progress
		Introduction to Database Systems	In-progress
		Probability and Statistics	In-progress
		Communicating in the Information Age	In-progress

Software Engineering focuses on designing and implementing digital piggy bank application for users to track their disposable income. The sleek, easy-to-use command-line and GUI interface of this application gives users the functionality of having version history incorporated with a dashboard displaying their saving progress. This application was designed with software engineering principles in mind, using Junit for unit, integrated testing, Git for Version Control, Gradle and Travis for Continuous Integration and Development.

Independent Software Development Project (ORBITAL). Developed an end-to-end food ordering and delivery system on Android, designed for different end users – customers, hawkers and couriers, each having a personalized view and set of features. This mobile application aims to make ordering food more convenient and pocket-friendly for the customer by extending existing food ordering options to include less-expensive hawker fare. Streamlines the food delivery process with a point-to-point navigation and tracking system. Offers customers assurance of reliable service through a real-time Cloud Messaging system. Simplifies validation of customer's order during payment via QR Code scanning of receipt.

Introduction to Database Systems focuses on designing and implementing a restaurant reservation and customer credit web-based database application. This system allows restaurants to advertise their availability and diners to search for restaurants to book reservations. Incentivizes diners to use this platform using award points which can be accumulatively exchanged for discounts.

NUS Grading Scale:

A+ & A (5.0); A- (4.5); B+ (4.0); B (3.5); B- (3.0); C+ (2.5); C (2.0); D+ (1.5); D (1.0); F (0)

S = Satisfactory; U = Unsatisfactory

CS = Completed Satisfactorily; CU = Completed Unsatisfactorily

EXE = Exempted; IC = Incomplete; IP = In Progress; W = Withdrawn