LIM MIAO LING

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WORK EXPERIENCE

Software Engineer – FlexTrade Systems
DEC 2018 – PRESENT

As a technical manager for allocated accounts, managed client setups for over $100 million worth of trades daily. Helped to troubleshoot and provide support for clients and account managers. Interpreted and wrote shell scripts to automate processes on the system. Learnt trading knowledge and backend functionality.

Summer Technology Analyst – Citi
MAY 2018 – AUG 2018

Developed a plugin for the PyCharm IDE to visualise data from the debugger in a Tree and JUNG graph. Implemented the backend with IntelliJ OpenAPI in Java and the frontend with Java Swing. Fixed bugs in the Python codebase. Presented project in internal meetings for the global Commodities department.

Software Engineering Intern – NUS-OSS
MAY 2017 – JUL 2017

Using Java 8, fixed issues and bugs, discussed architectural changes, updated documentation and did code reviews for SE-EDU. Wrote unit tests to maintain test coverage at over 90%. The program AddressBook-Level4 was used to teach software engineering concepts and practices in NUS.

EDUCATION

Bachelor of Computer Science | Honours with Distinction
National University of Singapore
AUG 2015 – DEC 2018

Coursework: Algorithms & Data Structures Accelerated, Software Engineering, Interaction Design for Virtual and Augmented Reality, Machine Learning, 3D Modelling & Animation, Interactive Storytelling

Work: Teaching Assistant for introductory programming modules for classes of 15-20 students, received excellent feedback (4.7/5) and won a teaching award

Activities: President of Radio Pulze (NUS Official Campus Radio Station) – managed a student-run organisation and its day-to-day activities, liaise with NUS staff regarding club management and activities

PROJECTS

peRspectiVe
C#

Implemented controls for a virtual reality program about interior design where you can rearrange furniture. Integrated SteamVR and VRTK libraries into the Unity engine. Presented in STePS 2018.

CheckIn App
JavaScript

React Native app built with the Expo Framework. Used to create schedules, where the assigned user can check in during the schedule. Integrated Firebase and Google Maps to capture check-in data.

SKILLS

Java, JUnit, HTML, CSS (3 years), C#, JavaScript (2 years), Bash, Python, C++ (1 year)

Adobe Premiere Pro (4 years), Adobe Photoshop, Illustrator, After Effects, Unity, Maya (1 year)

UI/UX, Videography & Video Editing, Game Design, Digital Art, Illustration