

Education

Nanyang Technological University (NTU), Renaissance Engineering Programme	Aug 2016 – Present
<ul style="list-style-type: none">Bachelor of Engineering Science in Computer Science and Master of Science in Technology ManagementCGPA: 4.58/5.0 (Confirmed First Class Honours)	
University of California, Berkeley, Computer Science Major	Aug 2018 – May 2019
<ul style="list-style-type: none">Concurrent Enrolment Programme in Computer Science	
Zagreb School of Economics and Management	Jun 2017 – Jul 2017

Work Experience

Software Engineer Intern, Credit Suisse, Singapore	Jun 2020 – Aug 2020
<ul style="list-style-type: none">Developed an interface to enable secure web-socket connection using native modules (Android) for React-Native.	
Software Engineer Intern, Merck Sharp & Dohme, Austin TX, United States	May 2019 – Aug 2019
<ul style="list-style-type: none">Designed and developed internal facing onboarding chatbot impacting more than 20 000 new employees annually.Developed RPA programs using UIPATH for multiple business needs.	
Software Engineer Intern, NETS, Singapore	May 2018 – Aug 2018
<ul style="list-style-type: none">Designed and implemented a Chatbot with the use of natural language processing to enable merchants to better integrate with the various APIs.Developed sample applications (Rails & Android), implementing eNETS API and wrote sample codes for the merchant developers to refer to.	
Software Engineer Intern, MVI Technologies, Singapore	Dec 2017 – Jan 2018
<ul style="list-style-type: none">Involved in the development of a Payment Switch for the company.Wrote JUnit test cases for in-house testing with JPOS simulator.Wrote Servlet pages to handle HTTP requests and forward customized responses to server.	

Competitions, Awards and Achievements

NTU Premier Scholarship	Aug 2016 - Present
Awarded Renaissance Engineering Scholarship	
IDE @ DataSpark – Finalists	Mar 2018
Developed an API that determines optimal locations for specific advertisements based on the demographics of advertisers' target audience.	
PSA Game IT app competition – 1st runners up	Oct 2017
Designed and coded a mobile game using Unity game engine, winning a prize money of \$5,000.	

Projects

Black-box Adversarial Attack on RNN: Design and developed an attack system to generate a adversarial sample to elicit misclassification by audio recognition system (DeepSpeech) in a black-box over-the-air settings.

Project-Playground: In a team, we created an online coding platform using Express and React that simplifies and automates the development of mobile payment applications. Using a hosted flask server, we augment the service by providing model training interface that enables usage of sensitive data, while ensuring data privacy.

Co-Curricular Activities

NTU, Tanjong Hall Basketball, member	Aug 2017 – Present
NTU, Rock Climbing, member	Aug 2016 – Present

Technical Skills

- Programming Languages:** Python, Java, JavaScript, C#, Kotlin and Golang
- Non-Programming Languages:** HTML/CSS, English, Mandarin
- Development Tools:** Android Studio, Unity, Docker
- Development Frameworks:** ReactJS, Rails

Hobbies and Interests

- Rock Climbing, Fishing, Drumming, Strategy Games, Computer Security