

Lim Yan Hui, Victoria

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Education

NATIONAL UNIVERSITY OF SINGAPORE

- Year 3, Bachelor's in Engineering, Computer Engineering
- 2016 – now
- Expected year of graduation: 2020

CATHOLIC JUNIOR COLLEGE

- 2014 - 2015

Technical Skills & Experience

LANGUAGES & FRAMEWORKS

- C , Java , C# , HTML(novice) , CSS(novice)
- ARM Assembly language , Verilog
- Git , JavaFX

SOFTWARE

- Adobe Photoshop
- Unity Game Engine
- Balsamiq Mockups 3

PREVIOUS PROJECTS

- **Ark - desktop delivery management app, viewable on [GitHub](#)**
 - Used Java 8 with around 6000 lines of code including tests
 - Employed continuous integration (Travis CI), and automated style checking (Codacy)
 - Enforced >90% test coverage, being informed by Coveralls
 - Project portfolio: <https://cs2103aug2017-t16-b1.github.io/main/team/victorialim.html>
- **Friend Fries - smartphone game, viewable on [GitHub](#)**
 - Used Unity to make a 2D smartphone game for NUS Orbital Project
- **Sticky Keys – browser/desktop game, viewable on [GitHub](#)**
 - Used Unity3D to make a browser/desktop game for NUS GameCraft 2017

Work Experience

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- Developed a micro-simulator prototype for voice procedure training through Unity and speech recognition software.