Lim Zhenyang

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WORK EXPERIENCES

Mercurics Pte Ltd, Designer   **Mar 18 to Present**
https://www.selfi.ai
- Designing and coding the front-end of Selfi, a platform that empowers people to understand and utilise their personality data.

Tagit Pte Ltd, Software Development Intern   **May 16 to Aug 16**
- Worked in a mobile bank app development team to develop biometric login features in both Android and iOS platforms.
- Integrated working code into the project source code.
- Presented new ideas for the future of mobile banking and wallets, as well as ways to improve the experience of such users.

Singapore Armed Forces, Manpower Planning / Combat Medic   **Mar 12 to Mar 14**
- Conducted orientation newly-posted soldiers and created monthly manpower requirement forecasts in the Air Force.
- Collaborated with transportation fleet managers from three camps in forecasting, borrowing and maintenance of sixteen Battalion Casualty Station (BCS) vehicles in the SAF (Army).

EDUCATION

Singapore University of Technology and Design   **May 14 to Aug 17**
- Bachelors of Engineering (Information Systems Technology and Design), Honours
- GPA 4.0 / 5.0, Magna Cum Laude
- Expected date of graduation: Aug 2017

National Taiwan University   **Sep 16 to Jan 17**
- Exchange Programme

Hwa Chong Institution   **2006 to 2011**
- Integrated Programme

ACADEMIC PROJECTS

Classroom Interaction app   **Sep 16 to Jan 17**
An app that improves interaction between students and teachers in class
- Collaborated with international students (German, Lithuanian, Taiwanese and Netherlander) in designing the user interface and prototyping the app, using paper and Proto.io.
- Analyzed the different types of students in classrooms, interviewed and performed user testing with international students on their learning experience in their culture.

Nimbus Run   **Jan 16 to Apr 16**
A multiplayer online Android game that pits players against each other in a race to the endpoint.
- Designed in-game characters and user interface.
- Collaborated with teammates on building the game logic, programming with Java on the libGDX framework.

For more project details, refer to http://zhenyang.me/projects.html

CO-CURRICULAR ACTIVITIES

SUTD Graduation Night, Publicity Director   **May 16 to Sep 16**
- Conceptualized a publicity plan with a team of 8 students
- Designed and executed materials through various media to reach out to a total of 250 graduating students.

SUTD Marketing Department, Designer   **Nov 14 to Apr 16**
- Collaborated with the university's marketing department in designing a series of informational posters on SUTD's history during SUTD's campus relocation.
- Researched on the needs of students and redesigned freshmen matriculation booklets for two consecutive years (2015 and 2016) for a total of 850 students.

SUTD Ring Committee, Publicity Director   **Nov 15 to Mar 16**

- Designed publicity materials and case designs in the 4th run of ring production for a total of 252 students and 39 staff.

SUTD Everposter, Executive Committee, Designer   **May 14 to May 15**
- Planned and co-conducted a beginner Photoshop workshop for 20 students

ADDITIONAL INFORMATION

Visuals and Graphics
- Illustrator, Photoshop, Dreamweaver, Flash, InvisionApp, Proto.io

Web
- HTML5, CSS3, Javascript, Jquery, AngularJS, NodeJS, Responsive Web Design, SQL

Programming Languages
- C, C++, Objective-C, Python, Java, Ruby

Interests
- Designing user interfaces, photography, reading, swimming and sewing