

# Peh Hoe Khim Marcus

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Portfolio: [marcuspeh.github.io](https://marcuspeh.github.io)

A self-motivated, hardworking undergraduate at National University of Singapore, majoring in Computer Science with a high GPA of 4.79. Creative and strong problem-solving and analytical skills. Looking for software engineering internship from 9 May 2022 till 31 Jul 2022.

## EDUCATION

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<b>National University of Singapore (NUS)</b>	<b>Aug 2020 - Present</b>
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- Bachelor of Computing in Computer Science (Honors)
- Expected Date of Graduation: May 2024 (Progress: 82 / 160 module credits)
- CAP: 4.79/5.00

<b>Serangoon Junior College (SRJC)</b>	<b>Jan 2016 - Dec 2017</b>
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- Rank points: 83
- Awarded Edusave Award for Achievement, Good Leadership and Service
- Given SRJC Distinction Academic Award

## WORK AND INTERNSHIP EXPERIENCES

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<b>Reluvate Technologies, Software Engineering Intern</b>	<b>Nov 2021 - Jan 2022</b>
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- Worked on end to end web applications to house AI and Automation solutions
- Created backend for solutions for clients such as Savills
- Developed Optical character recognition (OCR) to process pdf

<b>NUS, Teaching Assistant</b>	<b>Jan 2021 - Present</b>
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- Took charge and led students towards active learning of Computer Science modules
- Mentored students by providing apt feedback to queries and assignments
- Conducted modules: CS1010X Programming Methodology I, CS2030S Programming Methodology II, CS2040S Data Structures and Algorithms

<b>Roboto Coding Academy, Coding Instructor</b>	<b>Jul 2020 - Present</b>
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- Administered coding lessons for kids from age of 5 to 15 to ignite interest in coding
- Integrated robots to trigger interest and deepen students' understanding of core coding concept
- Taught in prestigious schools such as Victoria School and Chung Cheng High School

<b>Roboto Coding Academy, Product Development Intern</b>	<b>Jan 2020 - Jun 2020</b>
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- Devised customizable coding curriculum to be taught in schools nationwide
- Assimilated video and hands on activities to engage students during lessons
- Curated curriculum in Python, Html etc.

## PROJECTS

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**Markeet - Point of Sales ([github.com/marcuspeh/markeet](https://github.com/marcuspeh/markeet))**

- Built a web-based Point-Of-Sales system to targets SMEs and customers in a team
- Constructed a 3-tier application (frontend, backend, database) with technologies such as *MongoDB*, *Express.js*, *React.js* and *Node.js* (*MERN*)
- Incorporated a telegram bot to queries from data base using *Python*

**Around the World in \$80 - Expense splitting ([github.com/marcuspeh/tP](https://github.com/marcuspeh/tP))**

- Developed a brown field project with documentation in a team of 5
- Use various software design pattern such as "command pattern" and "model, view, controller"
- Programmed in *Java* using JavaFx Library

**2048 Solver ([github.com/marcuspeh/2048solver](https://github.com/marcuspeh/2048solver))**

- Created a solver for 2048 game, utilizing Monte-Carlo algorithm
- Achieved an overall of 94% win rate
- Programmed in *Python*

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## CO\_CURRICULA EXPERIENCE

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### Student Councillor, Elected Councillor

Mar 2016 - Jun 2017

- Proposed ideas and raised concerns faced by student body in order to improve wellbeing of studying in school
- Coordinated events such as president's challenge and freshman orientation camp
- Organized engagement sessions to gather opinions and feedback from student body

### House Committee, House Captain

Jun 2016 - Jun 2017

- Initiated bonding 6 classes in Draco as well as preparing for inter-house events in order to win championship house title
- Headed a committee of over 60 to organize and prepare Draco for orientation camp and open house, planned for logistics, manpower and publicity
- Facilitated inter-house bonding games and engagement sessions to increase student involvement and house pride

## ADDITIONAL INFORMATION

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- **Competencies:** Programming Language (Python, Java), Full Stack Development (Django, MERN)
- **Technical Skills:** Data Structures and Object-Orientated Programming, Algorithms