

Peh Hoe Khim Marcus

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Portfolio: marcuspeh.github.io

A self-motivated, hardworking sophomore at National University of Singapore, majoring in Computer Science with a high GPA of 4.83. Creative and strong problem-solving and analytical skills. Looking for *software engineering internship from 9 May 2022 till 31 Jul 2022*.

EDUCATION

National University of Singapore (NUS)	Aug 2020 - Present
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- Bachelor of Computing in Computer Science (Honors)
- Expected Date of Graduation: May 2024
- CAP: 4.83/5.00

Serangoon Junior College (SRJC)	Jan 2016 - Dec 2017
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- Rank points: 83
- Represented school in pre-university seminal
- Awarded Edusave Award for Achievement, Good Leadership and Service
- Given SRJC Distinction Academic Award

WORK AND INTERNSHIP EXPERIENCES

Reluvate Technologies, Software Engineering Intern	Nov 2021 - Jan 2022
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- Developed end to end web applications to house AI and Automation solutions
- Involved in backend for solutions for companies like Savills

NUS, Teaching Assistant	Jan 2021 - Present
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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

Roboto Coding Academy, Coding Instructor	Jul 2020 - Present
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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

Roboto Coding Academy, Product Development Intern	Jan 2020 - Jun 2020
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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

Markeet - Point of Sales (github.com/marcuspeh/markeet)

- Built a web-based Point-Of-Sales system which 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)

- 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)
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- 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

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

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