Peh Hoe Khim Marcus

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Portfolio: marcuspeh.github.io

EDUCATION

National University of Singapore (NUS)   **Aug 2020 - Present**
- 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**
- 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, Incoming Software Engineering Intern   **Starting Nov 2021**

NUS, Teaching Assistant   **Jan 2021 - Present**
- 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**
- 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
- Analyzed performance and provided timely feedback to parents after lesson

Roboto Coding Academy, Product Development Intern   **Jan 2020 - Jun 2020**
- Devised customizable coding curriculum for schools to engage students in learning
- Assimilated video and hands on activities to engage students during lessons
- Guided students lacking behind during coding lesson

PROJECTS

Markeet - Point of Sales (github.com/marcuspeh/markeet)   **May 2021 - Aug 2021**
- 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

Automated Text Generator (github.com/marcuspeh/Automated-Writing)   **Mar 2021**
- Developed a text generator to take in text and model its statistical properties
- Incorporated Markov Model to generate text of certain length as specified by users
- Programmed in Java

2048 Solver (github.com/marcuspeh/2048solver)   **May 2020**
- Created a solver for 2048 game, utilizing Monte-Carlo algorithm
- Achieved an overall of 94% win rate
- Programmed in Python

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