

Peh Hoe Khim Marcus

97768352 • marcuspeh@u.nus.edu • [linkedin.com/in/marcuspeh](https://www.linkedin.com/in/marcuspeh)

Portfolio: 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 (part time) software engineering internship from 9 Jan 2023 till 7 Apr 2023.

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: 4.79/5.00

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

WORK AND INTERNSHIP EXPERIENCES

GovTech, Incoming Software Engineering Intern	May 2022 - Jul 2022
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Reluvate Technologies, Software Engineering Intern	Nov 2021 - Jan 2022
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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

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, CS2040S Data Structures and Algorithms

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
- Curated curriculum in Python, Html etc.
- Taught in prestigious schools such as Victoria School and Chung Cheng High School

PROJECTS

Markeet - Point of Sales (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)

- 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 under my charge 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 the house 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

- **Programming Languages:** Python, Java, C, Dart, HTML, CSS, JavaScript
- **Libraries & Frameworks:** ReactJs, NodeJs, Django, Postgres, MongoDB, Flutter, Junit, ExpressJs
- **Tools:** Figma, Heroku, Unix, Git
- **Soft Skills:** Leadership, Problem Solving, Team Player, Independent