Lee Yong Zun

A 24-year-old who has passion for robotics, software programming and software development.

Mobile No. +65 8415 8771

Email 2400823@sit.singaporetech.edu.sq

Website https://melvinlee770.github.io/portfolio-website/

EDUCATION

Bachelor of Engineering with Honours in Robotics Systems

Singapore Institute of Technology 2024 – present

Diploma In Information Technology (User Interface Desgin)

Singapore Polytechnic 2019 – 2022

EXPERIENCE

Part-time Robotics Instructor

Company: NK Education Pte Ltd

2025 APRIL - Current

- Guide students how to build and program robots using platforms like [e.g., LEGO Mindstorms and WhalesBot] introduced core STEM concepts, and guided hands-on projects that developed problem-solving and teamwork skills in a fun, engaging learning environment.

NSF Comms Trainer

Company: Singapore Civil Defence Force

2022 MAY - 2024 MAY

- Conducted training sessions for new recruiters and officers on effective communication skills and standardized command protocols essential for field operations and mission readiness

Intern Website Developer & Desktop Engineer

Company: Rayton Solution Pte Ltd

2021 SEPT - 2022 FEB

- Assisted the company webmaster in developing and maintaining the official website, ensuring optimal SEO performance. Led the engineering team in collaboration with the NCS engineering team to address tasks assigned by the Ministry of Education (MOE).

PROJECTS

Path Planning and Obstacle Avoidance with LIMO 1

Systems Engineering Project (SEP) 1 in Singapore Institute Technology

- Developed an autonomous navigation system using the LIMO robot, integrating RTAB-Map for SLAM, move_base for path planning and obstacle avoidance, and implementing custom recovery behaviours. Managed both project scope and team coordination, demonstrating strong skills in project planning, resource management, and system integration throughout the development lifecycle.

The WetMart Application

FYP in Singapore Polytechnic

Developed an e-commerce platform focused on wet market products, providing vendors with a digital
marketplace during the pandemic. The platform featured a delivery service similar to "GrabFood,"
allowing seamless coordination between vendors and customers for product delivery. This project aimed
to empower wet market sellers with a modern solution to sustain their businesses in the pandemic time.

SKILLS

Programming: Python, C, C++, HTML/CSS, MYSQL, React, React-Native, Node-JS, ROS 1 Melodic

Software: Adobe Illustrator, Gazebo, SolidWorks

Hardware: Zigbee, Propeller P1, Pixy Cam, Jetson Nano

Others: WordPress, SEO Optimization