Nguyen Khoi Nguyen

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EDUCATION

NATIONAL UNIVERSITY OF SINGAPORE   Aug 2022 - May 2026
Bachelor of Computing in Computer Science
- Dean' list in Semester 1, AY 22-23
- Second Major in Mathematics

EXPERIENCE

NUS SCHOOL OF COMPUTING *Teaching Assistant*   Aug 2023 - Present
- Guided junior computer science students in achieving understanding of content in various modules, including Data Structures and Algorithms (CS2040S) and Introduction to Artificial Intelligence (CS2109S).

TEMUS *AI Engineer Intern*   May 2024 - Aug 2024
- Engineered two-agent system to train airport personnel within one week, securing a valuable contract between Temus and RSAF.
- Managed new resume evaluation modules to integrate in-house resume scanner with Greenhouse, benefitting thousands of recruiters on Greenhouse.
- Developed server for Temasek Foundation to scan for applicant companies' scandals, enabling Temasek to conduct thorough background check on every of its grant applications.
- Created data reconciliation app to facilitate data column mapping suggestions, expediting dozens of data migration processes.

DECISION SCIENCE AGENCY *Frontend Engineer Intern*   May 2023 - Aug 2023
- Implemented web and mobile front-end interface integrated into Singlife grow and elevate system using AlpineJS, SCSS, Tailwind, React Typescript and EmotionCSS, enhancing user experience of thousands of users.

PROJECTS

- Led team to develop and maintain WATcher, an application to monitor software engineering projects, enabling hundreds of students in CS2103T software engineering course to monitor their progress. Code base: https://github.com/CATcher-org/WATcher
- Engineered backend and mobile frontend for PayDay, a mobile application to reduce risks of online payment for a wide range of users for Tiktok Hackathon 2023, short-listed to final. Submission: https://devpost.com/software/payday-digital-wallet
- Developed and enhanced Xiangqi engine using various techniques learned from Stockfish, ranking among the members of NUS Xiangqi club. Code base: https://github.com/nknguyenhc/CS3263-project
- Engineered and analysed various algorithms to play ultimate-tictactoe game, final engine ranking at top 5% on Codingame. Code base: https://github.com/nknguyenhc/ultimate-tictactoe
- Coordinated team to create Parody Generator, an app that draws songs from Youtube and replaces video with images from Stable Diffusion, creating fun parodies of popular songs for users with Youtube API, OpenAI, StableDiffusion. Code base https://github.com/nknguyenhc/hacknroll2024
- Explored Telegram bot API and Puppeteer to develop Quack-NKN, a Telegram bot automating website tracking, reducing students' hassle of keeping track of internship openings. Website: https://quack-nkn.nknguyenhc.net , code base: https://github.com/nknguyenhc/quack-nkn

TECHNICAL SKILLS

- Frontend Engineering | Backend Engineering | AI Engineering | Algorithms | Automation

AWARDS AND SCHOLARSHIPS

- Award: Terminal (by Correlation One and Citadel) – Fall 2023 APAC – third place
- Award: Cyber Defense Discovery Camp (Brainhack, CDDC), Finalist in 2023 & 2024
- Award: Tiktok Hackathon 2023 Finalist
- Honour: NUS School of Computing, Dean's List (AY 2022-2023 Semester 1)
- Honour: NUS School of Computing, Top Student in Software Engineering
- Scholarship: NUS ASEAN Undergraduate Merit Scholarship

EXTRA CURRICULAR ACTIVITIES

NUS GAME DEVELOPMENT GROUP, Workshop Lead   Aug 2022 - Present
- Lead workshops on Godot game development engine for new members in Academic Year 2023-2024, equipping members with game development skills within 4 weeks.
- Oversee club activities and spearhead web development projects, including club website and club event website.