

# National University of Singapore

## Unofficial Transcript

<b>NAME:</b>	NGUYEN VAN BINH	<b>STUDENT NO.:</b>	A0219795L	<b>DATE OF BIRTH:</b>	15/01/2001	<b>DATE ISSUED:</b>	01/01/2023
<b>PROGRAMME:</b>	BACHELOR OF ENGINEERING (COMPUTER ENGINEERING)						
<b>PROGRAMME STATUS:</b>	ACTIVE IN PROGRAMME						
<u>MODULE</u>		<u>GRADE</u>	<u>CREDITS</u>	<u>MODULE</u>		<u>GRADE</u>	<u>CREDITS</u>
<b>ACADEMIC YEAR 2020/2021 SEMESTER 1</b>				<b>BACHELOR OF ENGINEERING (COMPUTER ENGINEERING)</b>			
CG1111	ENGINEERING PRINCIPLES AND PRACTICE I	A-	6.00	<b>CUMULATIVE AVERAGE POINT: 4.79</b>			
CS1010	PROGRAMMING METHODOLOGY	S	4.00	<b>DEAN'S LIST</b>			
CS1231	DISCRETE STRUCTURES	A-	4.00	<b>ACADEMIC YEAR 2021/2022 SEMESTER 2</b>			
GER1000	QUANTITATIVE REASONING	S	4.00	CG2023	SIGNALS AND SYSTEMS	A+	4.00
MA1511	ENGINEERING CALCULUS	A+	2.00	CG2271	REAL-TIME OPERATING SYSTEMS	A+	4.00
MA1512	DIFFERENTIAL EQUATIONS FOR ENGINEERING	A+	2.00	CS2102	DATABASE SYSTEMS	A	4.00
<b>BACHELOR OF ENGINEERING (COMPUTER ENGINEERING)</b>				DAO1704X	DECISION ANALYTICS USING SPREADSHEETS	A+	4.00
<b>CUMULATIVE AVERAGE POINT: 4.64</b>				EG2605	UNDERGRADUATE RESEARCH OPPORTUNITIES	IP	4.00
<b>ACADEMIC YEAR 2020/2021 SEMESTER 2</b>				<b>PROGRAMME</b>			
CG1112	ENGINEERING PRINCIPLES AND PRACTICE II	A-	6.00	GET1018	THE MATHEMATICS OF GAMES	A	4.00
CS2040C	DATA STRUCTURES AND ALGORITHMS	A+	4.00	<b>BACHELOR OF ENGINEERING (COMPUTER ENGINEERING)</b>			
EE2026	DIGITAL DESIGN	A+	4.00	<b>CUMULATIVE AVERAGE POINT: 4.85</b>			
ES1103	ENGLISH FOR ACADEMIC PURPOSES	S	4.00	<b>DEAN'S LIST</b>			
GEH1018	A BRIEF HISTORY OF SCIENCE	S	4.00	<b>ACADEMIC YEAR 2021/2022 SPECIAL TERM(PART 2)</b>			
MA1508E	LINEAR ALGEBRA FOR ENGINEERING	A+	4.00	CS3243	INTRODUCTION TO ARTIFICIAL INTELLIGENCE	A+	4.00
<b>BACHELOR OF ENGINEERING (COMPUTER ENGINEERING)</b>				<b>BACHELOR OF ENGINEERING (COMPUTER ENGINEERING)</b>			
<b>CUMULATIVE AVERAGE POINT: 4.75</b>				<b>CUMULATIVE AVERAGE POINT: 4.86</b>			
<b>ACADEMIC YEAR 2021/2022 SEMESTER 1</b>				<b>ACADEMIC YEAR 2022/2023 SEMESTER 1</b>			
ACC1701X	ACCOUNTING FOR DECISION MAKERS	A+	4.00	CG4002	COMPUTER ENGINEERING CAPSTONE PROJECT	A	8.00
CFG1002	CAREER CATALYST	CS	2.00	CS3230	DESIGN AND ANALYSIS OF ALGORITHMS	A	4.00
CG2027	TRANSISTOR-LEVEL DIGITAL CIRCUITS	A+	2.00	CS4225	BIG DATA SYSTEMS FOR DATA SCIENCE	A+	4.00
CG2028	COMPUTER ORGANIZATION	A+	2.00	DAO2702	PROGRAMMING FOR BUSINESS ANALYTICS	A+	4.00
CP2106	INDEPENDENT SOFTWARE DEVELOPMENT PROJECT (ORBITAL)	CS	4.00				

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<u>MODULE</u>		<u>GRADE</u>	<u>CREDITS</u>				
EE3801	DATA ENGINEERING PRINCIPLES	A	4.00				
EG2605	UNDERGRADUATE RESEARCH OPPORTUNITIES PROGRAMME	CS	4.00				
BACHELOR OF ENGINEERING (COMPUTER ENGINEERING)							
CUMULATIVE AVERAGE POINT: 4.90							
DEAN'S LIST							
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