# Ng Zi Xuan

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#### **EDUCATION**

# **National University of Singapore**

Aug 2020 - Present

# **Bachelor of Computing (Honours) in Computer Science**

Expected Date of Graduation: Jul 2024

• Current CAP: 4.73/5

#### **NUS High School of Math & Science**

Jan 2012 - Nov 2017

Diploma (High Distinction) with Honours in Mathematics, Chemistry and Physics

• CAP: 4.7/5

#### **WORK AND INTERNSHIP EXPERIENCES**

## Tan Tock Seng Hospital

May 2022 - July 2022

- Developed a working proof of concept for a digital roster board web application for the TTSH Emergency Department, which cut down daily update time from 2 hours to 1 min
- Liaised with end users to understand pain points and gathered feedback for each iteration of the application
- Incorporated UX considerations for the component level design and overall look and feel of the application

#### **DSO National Laboratories**

Jan 2018 - Mar 2018

- Aided in experimentation of image processing techniques on X-Ray Images
- Designed a Python script to perform machine learning on test sets
- Adapted various image processing techniques to improve accuracy of machine learning

#### **CO-CURRICULAR ACTIVITIES**

## **Ridge View Residential College**

**July 2021 – July 2022** 

 Captain of RV Ultimate Frisbee, Vice-Captain of RV Bouldering, Logistics Head of Strix House Committee

## **NUS Computing Independent Software Development Project**

May 2021 - July 2021

- Adapted the MERN stack to create a Social Media Web Application for Rock Climbers to share videos and photos of routes online
- Achieved Gemini (Intermediate Level)

## **NUS Student's Computing Club, Project Director E-FOP**

Sep 2020 – Aug 2021

- Lead a team of 15 as the Project Director to plan E-Freshman Orientation Program (E-FOP) 2021
- Conducted E-FOP 2021 with help from 28 Orientation Group Leaders for 197 Freshman
- Pioneered and created an escape room website where all 197 participants were able compete against each other to solve puzzles
- Website was further used for 220 participants by Virtual-Freshman Orientation Program

# GEQ1917: Understanding and Critiquing Sustainability, Trail Mix

Sep 2020 - Apr 2021

- Co-created a mobile application, using Flutter to help visitors explore Sungei Buloh Wetland Reserve
- Application released to Google Play Store and was tested by over 40 participants
- Special Mention in RVRC Action for Sustainability Symposium 2021

## **ADDITIONAL INFORMATION**

Languages: Fluent in English and Mandarin Chinese IT Skills:

- Familiar with C, Java, JavaScript, Python, HTML and Dart
- Completed various self-initiated Software Engineering Projects using Android Studio, Flutter, Unity, Visual Basic and React
- Experimented with Machine Learning and Image Recognition techniques using OpenCV and TensorFlow Interests: Ultimate Frisbee, Rock Climbing, Guitar