

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 gather 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 – Aug 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
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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