Yeh Yu Chun, Peter

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EDUCATION

National University of Singapore   Aug 2019 – Dec 2022
Bachelor of Computing in Computer Science
Focus areas
- Software Engineering
- Networking and Distributed Systems
- Game Development

TECHNICAL SKILLS

- **Programming Languages**: Java, JavaScript, TypeScript, C++, C, Python, PSQL
- **IT Tools**: Git, GitHub, VS Code, Visual Studio, Unity, Android Development
- **Library/Frameworks**: React, Angular, Node, Yarn, JavaFx, Flask
- **Explored**: Heroku, Ruby on Rails, Wireshark, GraphQL, Unreal Engine 4, ROS, ROS3DJS

WORK EXPERIENCE

NCS, Full Stack Intern   May 2022 – Jul 2022
- Developed frontend features using Angular such as laser scan and markers with the ROS3DJS library
- Suggested to improve code styling using ESlint and provide alternate development workflow using VS Code
- Added Backend feature such as download logs and syncing of database
- Deploy Flask as a production server using uWSGI and Nginx, setting up as a Linux Service

Lalia, Full Stack Intern   Mar 2021 – Jul 2021
- Coordinated with co-founders to develop Lalia's core web product for users using React Native and AWS GraphQL and developed features such as User Management and MCQ Component
- Guided 2 new interns and assisted with onboarding, allowing for quicker integration into development

Defence Science Technology Agency, Attached staff, Android App Intern   Feb 2019 – Jul 2019
- Worked with another intern to create an Android App prototype with no prior experience
- Showcase a simplified workflow which reduces workload of ground troops by more than 70%

COMPETITIONS

Singtel Lit Challenge 2022, 1st runner up   Jul 2022 – Jul 2022
- Worked on company hackathon to find use cases for AR/VR with 5G which would increase adoption rate
- Used experience and knowledge in this field to refine and improve the feasibility of our solution

NUS 18th Steps Challenge CS4350, 1st runner up, Sol Labs   Jan 2021 – May 2021
- Setup Gitlab repository, .gitignore, led the project development and allocated tasks on Gitlab boards
- Developed a 3D First Player Puzzle Game and optimized the Unreal Engine settings to reduce build size and improve frame rates for a smoother game play

NUS Hack&Roll 2020, Most Socially Useful Hack   Jan 2020 – Jan 2020
- Participated in a 2-day hackathon and created a telegram chatbot to help users track perishable food
- The bot recommends recipes based on available ingredients which will help users clear their food faster

Singapore Airlines AppChallenge 2019, 1st runner up   Aug 2019 – Oct 2019
- Analysed ways to increase passengers experience and ideation through verbal survey in the airport and identified lost baggage as an important concern for new and frequent fliers
- Produced mobile web app to allow users easily access their baggage information and report lost baggage