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
- Worked with the robotics team to further develop their web features
- Developed frontend using Angular and TypeScript, extends and refactor Flask backend to optimise and improve the current codebase
- Explored Robot Operating System and the framework

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
- Gained valuable software engineering experience and worked through Agile Development Cycles, with more exposure to both frontend and backend development using React and AWS
- 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
- Collaborated with team to spearhead digitalization efforts in SAF by directing heavy emphasis on streamlining tedious tasks with technology thereby increasing efficiency in missions
- Developed an Android App prototype to showcase a simplified workflow to improve effectiveness of ground troops

Singapore Armed Forces (SAF), Reconnaissance Commander   Apr 2017 – Feb 2019
- Completed the Reconnaissance Commander course during National Service to attain rank of 3rd Sergeant
- Maintained at least silver for physical fitness throughout service
- Led team of 4 under gruelling conditions on multiple missions to become operationally ready

COMPETITIONS

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 satisfaction throughout their journey 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