

# YEH YU CHUN, PETER

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## EDUCATION

National University of Singapore

Aug 2019 – Present

### Bachelor of Computing in Computer Science

- Expected Date of Graduation: Dec 2022
- Focused on: Software Engineering, Game Development and Networking and Distributed Systems
- Languages: English (Native), Mandarin (Native), Japanese (Basic written and spoken)

## TECHNICAL SKILLS

- **Programming Languages:** Java, JavaScript (TypeScript), C++, C, Python, PSQL
- **IT Tools:** Git, GitHub, Unity, Android Development
- **Library/Frameworks:** React, Node, Yarn, JavaFx
- **Explored/Played with:** Heroku, Ruby on Rails, Wireshark, GraphQL, Unreal Engine 4

## WORK EXPERIENCE

NCS, Software Engineer Intern, Full Stack Developer

May 2022 – Jul 2022

- Supported the robotics teams web app, develop web features for the robot using Angular
- Extends the current flask Backend API in python
- Suggested ways to improve the extensibility and performance of the current database

Lalia, Software Engineer Intern

Mar 2021 – Jul 2021

- Coordinated with co-founders to develop Lalia's core web product for users
- 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 quicker integration into development

Defence Science Technology Agency, Attached Staff

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 application prototype, simplifying workflow to improve effectiveness of ground troops

Singapore Armed Force (SAF), Reconnaissance Commander

Apr 2017 – Feb 2019

- Completed the Reconnaissance Commander course during National Service (NS) to attain rank of 3<sup>rd</sup> 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

- Created a Telegram chatbot helping users track, perishable food to reduce food wastage and was awarded the most socially useful hack in Hack&Roll 2020

Singapore Airlines AppChallenge 2019, 1<sup>st</sup> runner-up

Aug 2019 - Oct 2019

- Analysed ways to increase passengers experience and satisfaction throughout their journey
- Produced a mobile web app in a team to allow users easily access their baggage information and report lost baggage