

# Clarence Chye Min Liang

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## Profile

Final year undergraduate student pursuing a degree in Computer Science in Real-Time Interactive Simulation at Digipen Institute of Technology Singapore. Worked on building and optimizing backend database engine for PostgreSQL and SQLite databases in a deep learning project, optimizing SQL queries and achieving speedups of up to 20x on database queries. Developed 2D and 3D games using custom-built engines written from scratch in C++, C and C#. Built various back-end systems for school projects, including scripting back-end with MONO as well as network back-end with winsock.

## Skills

- Proficiency in C++, Python, C#, SQL, PostgreSQL, Git, Test-driven development, Big data
- Familiar in AWS S3, Boto3, Psycopg2, SQLite, Mono, Jenkins, Jira, Confluence, Linux, Windows, .NET
- Native english and chinese speaker
- Positive team-player, good communicator, keen learner, self motivated, detail oriented

## Experience

May 2022 - Nov 2022

### **Software Engineer Intern, Motion Planning Research Motional, Singapore**

- Worked in a team of experienced data scientists and software engineers to build a continuous learning framework that improves existing machine learning models automatically with data collected from every mile driven by Motional's autonomous vehicle fleet
- Built backend database engine in Python using Psycopg2, Boto3 and SQLite
- Optimized legacy data mining code used to build attributes for machine learning models, resulting in up to 20x speedups on queries involving big data

## Education

Aug 2019 - Apr 2023

### **Digipen Institute of Technology, Singapore Bachelor in Computer Science in Real-Time Interactive Simulation**

**Cumulative GPA : 3.44 / 4.00**

## Awards

- Provost's Honour List Fall 2021
- Provost's Honour List Spring 2022