

YONG ZHONG RUI MARCUS

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Open to internship from: Jan – Aug 2026

SKILLS

Languages: C, Java, Python, Javascript, Typescript

Technical Skills: Express.js, React, MySQL, Postgres, Springboot, Docker, Jira, Git, Node.js, AWS

Interests & Hobbies: Reading, Gaming, Running, Learning Japanese, Game Development

EDUCATION

Singapore Management University

Singapore

BSc (Computer Science)

Aug 2023 - Aug 2027

- GPA: 3.42/4.0

Clubs and Societies: Taekwondo, SMU Whitehats, SMU .Hack

St. Joseph's Institution

Singapore

International Baccalaureate Diploma; Score: 40

Jan 2019 - Oct 2020

- Subjects: English, Chinese, Biology, Mathematics (HL), Chemistry (HL), Economics (HL)
- Vice-Chairman of the SJI Ventures

EXPERIENCE

Gosoft (Thailand) Co., Ltd. (Customer & Loyalty Unit)

Nonthaburi, Thailand

Software Engineer Intern

May 2025 – Present

- Developed RESTful APIs using Express.js to support internal configuration management tools.
- Built responsive UI components with React.js to streamline config updates and improve developer productivity.
- Integrated with PostgreSQL databases hosted on AWS, ensuring secure and scalable data access.
- Collaborated on full-stack features to enhance internal tooling and reduce manual configuration overhead.

CERTIFICATIONS

Certified Solutions Architect Associate, Amazon Web Services (AWS)

Singapore

SAA-C03

3 Apr 2025 – 3 Apr 2028

- This certification demonstrates expertise in designing secure, resilient, and scalable cloud solutions using AWS services. It covers architectural best practices, cost-optimized infrastructure, and aligning cloud solutions with business objectives. This certification validates hands-on experience with AWS and the ability to build and deploy well-architected systems.

PROJECTS

MyChess

Singapore

Group Software Project

Sep 2024 – Nov 2024

- Developed a full-stack chess tournament management website using Java Springboot, React, Tailwind and MySQL with RESTful API microservices architecture
- Implemented authentication and authorization with JSON Web Token
- Built and integrated a CI/CD pipeline using Docker, GitHub Actions and AWS EC2 to streamline building and deployment processes

Scribble Animals

Singapore

Group Software Project

Jan 2025

- Developed a web-based game during the NUS Hack&Roll 2025 hackathon, integrating TensorFlow to train CNN models for doodle recognition.
- Built the frontend using React and Material Tailwind, while implementing the backend with FastAPI.
- Leveraged WebSockets to deliver real-time updates, enhancing the gameplay experience.