Liu Zhengyang

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EDUCATION

National University of SingaporeAug. 2022 – July 2026Bachelor of Computing in Computer ScienceSecond Upper (Ongoing)NUS High SchoolJan. 2014 – Dec. 2019Major in Physics, Chemistry and MathematicsDistinction

EXPERIENCE

Machine Learning Analyst Trainee

Aug 2024 - Present

NUS Fintech Society, Machine Learning Department

• Trainee AY 2024/2025 Semester 1

Software Engineer

Aug 2024 – Present

Raffles Hall Developers

• Work on RH App (ongoing)

Systems Engineer Intern

May 2023 – July 2023

SCSK Asia Pacific

- Dynamically updated PowerBI dashboard, supported by Power Automate, Excel VBA and Microsoft Forms
- Automated system that logs SQL queries with SQL Manager and sends emails based on results, supported by Power Automate
- Used Blue Prism to develop RPA

Operations Management Staff

Aug. 2020 - April 2022

Singapore Police Force

• Supported Singapore Police Force operations through regular computer maintenance. Cleaned data and created reports for the Operations Department for COVID deployments.

PROJECTS

FocusFlow | React Native, Firebase

May 2023 – July 2023

 Developed a mobile application using React Native for the frontend and Firebase for the backend as part of CP2106 Independent Software Development Project.

EstateEase | Java, Git, GitHub

Jan. 2024 - May 2024

 \bullet As part of CS2103 Software Engineering, created a program that matched hypothetical buyers and sellers with groupmates. Eventual Grade: B+

TECHNICAL SKILLS, ACTIVITIES AND INTERESTS

Languages: Java, Python, C, SQL (Postgres), JavaScript (Ongoing)

Frameworks: React, React Native Developer Tools: Git, VS Code, IntelliJ

Activities: Raffles Hall Ultimate Frisbee, RC4 Ultimate Frisbee

Interests: Bouldering, Ultimate Frisbee, Mobile Legends, Baseball, Formula 1