Liu Zhengyang

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EDUCATION

National University of Singapore — Aug. 2022 – July 2026
Bachelor of Computing in Computer Science — *Second Upper (Ongoing)*

NUS High School — Jan. 2014 – Dec. 2019
Major in Physics, Chemistry and Mathematics — *Distinction*

EXPERIENCE

Software Engineer — Aug 2024 – Present
NUS Computing Technopreneurship Society (StartIT)
- Made personal website with HTML/CSS
- Further projects to be provided soon

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
- 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)
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