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EDUCATION







NATIONAL UNIVERSITY OF SINGAPORE

BComp in Computer Science
 Aug 2018 -
 Current CAP: 4.31/5.00

SKILLS




PROGRAMMING

In order of proficiency:

-  Java
-  JavaScript
-  PostgreSQL
-  HTML5
-  CSS3
-  MySQL

FRAMEWORKS

In order of proficiency:

-  React.js
-  Ruby on Rails
-  NodeJS

LANGUAGES

Written and Spoken:

- English
- Mandarin Chinese

INTERESTS

- Teaching Computational Processes
- Video Games & Game Programming
- Full Stack Web Development

COURSEWORK

UNDERGRADUATE

CS1101S: Programming Methodology
 CS2030: Programming Methodology II
 CS2040: Data Structures & Algorithms
 CS2103T: Software Engineering
 CS3241: Computer Graphics
 CS3247: Game Development

PROJECTS

PROJECT AETHER

[GITHUB.COM/ECLMIST/AETHER](https://github.com/ECLMIST/AETHER)

Status: Completed

Aether is a co-op multiplayer adventure game developed for CS3247: Game Development. Developed by a Team of 6 using Unity and GLSL. I mainly handled the User Interface and Game Mechanics for the game.

DROP THE BEAT

[GITHUB.COM/Q-GABE/DROPTheBeat](https://github.com/Q-GABE/DROPTheBeat)

Status: Completed

Developed as an iOS/Android phone application for geolocation-based music sharing through public Google Maps and Spotify APIs. Pair-programmed with Gabriel Ong and developed entirely in 24 hours for the Hack'n'Roll 2020 Hackathon.

\$AVENUS: CS2103/T TEAM PROJECT

[GITHUB.COM/AY1920S1-CS2103T-F13-2/MAIN](https://github.com/AY1920S1-CS2103T-F13-2/MAIN)

Status: Completed

A financial planning app for meal planning in NUS with a Command Line Interface. I worked on the algorithms for sorting features and alias command for shortcuts.

WORK EXPERIENCE

SOURCE ACADEMY

RESEARCH INTERN

May 2020 - Jul 2020

- Worked as a Full-Stack Developer to deliver a gamefied platform for students in CS1101S: Programming Methodology.
- Worked closely with the teaching team to gather user feedback to develop fluid user experience for incoming freshmen.

NODEFLAIR

SOFTWARE ENGINEERING INTERN

Jan 2020 - Apr 2020

- Worked as a Full-Stack Developer to deliver features for talents and administrators in a fast-paced tech recruitment market.
- Worked closely with product and engineering teams by running back-end features to deliver smoother user experience.

TEACHING EXPERIENCE

CS2030: PROGRAMMING METHODOLOGY II

TEACHING ASSISTANT

Aug 2019 -

- Facilitating the teaching of Object-Oriented Programming, Fundamental Software Engineering Principles and Java 11 Streams.
- Marked and went through coding to give feedback to undergraduates to improve general code quality and fundamental software engineering principles.
- Maintained Collaborative Website-cum-Textbook on GitHub for undergraduates to contribute and facilitate online learning.

CS1101S: PROGRAMMING METHODOLOGY

TEACHING ASSISTANT

Aug 2019 - Nov 2019

- Taught basic recursion, lambda calculus and data structures such as lists and binary search trees for 7 Computer Science freshmen.
- Marked and went through coding to give feedback to freshmen to clarify understanding and review basic concepts.