

Shanice Abigail

National University of Singapore

B.Eng Hons Computer Engineering (2020)

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Location: Asia, Singapore

GitHub: <https://github.com/shaniceabigail>

Website: <https://shaniceabigail.github.io>



Executive Summary:

I'm a **Software Engineer / Interaction Designer**, driven to improve people's lives by simplifying and automating interactions. My personal belief is in simple, flexible and intuitive software for the target user - of course, end-to-end quality, deployment and maintenance ensured.

I love and advocate the idea of design thinking, for **people-centric designs**. That's why I try my best to fit in the middle of my two loves - modular software and user-centered design. My passion is to make life easier for the next user, and or developer who comes along.

Aside from being open to new surroundings, I hold three core principles towards any project I undertake or any organisation I join. To have **no ego**, to **be curious**, and to **have extreme perseverance** in any task. I have adopted these principles from one of the companies I had previously interned with. It was their core belief and I adopted it when I saw that this was a good attitude to have in the workplace.

As a leader, I stand for a **flat leadership** style in a team in order to maximise every member's potential and the comfort level of the team. I will, however, undertake a more dominant leadership role in a team when a situation calls for it.

Academic Experience:

- [Object Oriented Programming - VB.Net, Java](#)
- [Design Thinking Methodology](#)
- [VR / AR Development](#)

Academic Involvement:

- Enrolled in Innovation and Design Programme (iDP) as an engineering pathway
- Developed with a team on a year-long VR Medical Simulation project for iDP
- Opted to have a 6 months internship instead of the programme-required 3 months for a longer industrial experience as a Software Developer

Academic Interests:

- Software Engineering Methodology (Agile Method)
- User Experience and Interaction Design
- Software Design Patterns
- VR Development (Unity)
- GitHub Workflows

Work Experience:

January 2019 – Present

Software Engineering Intern – Arcstone Pte Ltd

- **Redesigned** and **built** the company's user interface for their software product, with new features, such as a search function and a favourites function.
- Learned to **test** and to **integrate** prototype with other existing software.
- **Automated** generation of some user interface components with industry standard code practices.
- **Worked in a team** to develop a training course for new hires.
- Manage 2 projects with concurrent progress.
- Learned to manage a **windows service**.
- **Edited** videos in Final Cut Pro.

Languages: **VB.Net, XAML, SQL**

May 2018 – July 2018

Software Engineering Intern – Optimai Pte Ltd

- **Developed API endpoints** for external web application developers.
- **Tested** a web application.
- Liaised and learned to **read** other developers' code.
- **Documented** other developers' programme in UML notations for future reference.

Languages: **VB.Net, SQL**

Link to testimonial: [Optimai Reference Letter – Bernard Loh](#)

May 2017 – February 2018

(Pioneering) HR Intern - Soap Cycling Singapore

- **Laid groundworks** with the team for the establishment of the SoapCycling branch in Singapore.
- **Lead weekly meetings**, and **noted KPIs** per department as the only HR personnel from August 2017 till February 2018.
- **Interviewed new interns** to continue the Student Intern Team which effectively runs the local NGO.

Link to testimonial: [SCSG Reference Letter – Patrick Davis](#)

Additional Information:

- Speaks fluent English, intermediate spoken Bahasa Indonesia and intermediate spoken and written Mandarin. Open to learning more languages as per required.
- TOEFL Score: 112 (9 March 2019)