Ng Xin Ler

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- **Portfolio:** https://sherlynng.github.io/

EDUCATION

National University of Singapore   Aug 16 – Present
- Pursuing Bachelor of Computing (Honours) in Computer Science
- Focus Areas: Computer Graphics and Games, Software Engineering
- Expected Date of Graduation: Dec 19

- Cumulative Average Point: 4.68/5.0
- Dean's List for Academic Year 2017/2018 Semester 1
- Certificate of Distinction in Computer Graphics and Games Focus Area
- Certificate of Distinction in Interactive Media Focus Area

INTERNSHIP EXPERIENCE

Two App Studio Pte. Ltd.   14 May 18 – 3 Aug 18
- Worked for 3 months as an **Android and Web developer** for JotterPad Android and JotterPad desktop on macOS.
- Created new features for JotterPad Android using **Android Studio, JavaScript, jQuery, jSoup**
  - ❖ Importing FDX and RTF files and converting them to Fountain and Markdown syntax
  - ❖ Created new syntax -- dual element syntax, which allows scriptwriters to format scenes that happen concurrently
- Created prototype for JotterPad desktop on macOS using **XCode**

PROGRAMMING EXPERIENCE/PROJECTS

INTERACTION DESIGN

VIMU   Aug 18 – Nov 18
Web Application (Programmer – Team of 4)
- High fidelity interactive prototype that simplifies the process of music mixing and allow customization of music visuals, developed using **HTML, CSS** and **JavaScript**.
- Conducted user study, created personas and prototypes using **Figma** and **InVision**.

thenotesrefinery Version 3.0   Sept 18 – Oct 18
Web Application (Programmer – Individual)
- Collaboration with thenotesrefinery to design preliminary User Interface (UI) for Version 3.0.
- High fidelity interactive prototype to improve existing UI and incorporate new pages for upcoming features.
- Written in **HTML** and **CSS**, used **Bootstrap** and **jQuery**.

Bank of China – NUS Hackathon 2018   Oct 18
Interactive Mobile Prototype (Designer – Team of 4)
- High fidelity interactive prototype that enables a seamless transaction experience for BOC Mobile Banking App.
- Designed using **Figma** and **InVision**, created user flow and interactive prototype.

SOFTWARE PROJECTS

ChairVisE   Aug 18 – Nov 18
Single Page Web Application (Frontend Developer – Team of 4)
- Enhanced existing features and added new functionalities to existing version of ChairVisE, an application that enables conference programme chairs to visualize and share conference submission statistics.
- Added more insightful visualizations, mapping of data and session management. Written in **Vue.js**.

STUtor   Feb 18 – Apr 18
Desktop Application (Programmer – Team of 4)
- Modified an Address Book application into a desktop application tailored for tuition coordinators to easily match and manage a database of tutors and students.
- Worked on Remark, Rating and Autofill features in STUtor. Written in **Java**.

GAMES

What's Up!   May 17 – Aug 17
Android Mobile Game Application (Full Stack Developer – Team of 2)
- Single/multiplayer game adapted from 'Seven-Up' team game, with 5 difficulty levels and 3 multiplayer modes.
- Written in **Java**, using **Android Studio** and **Android API**. Used **Firebase** for backend and real-time multiplayer game synchronization.

Ra-Beat   Aug 18 – Nov 18
VR Rhythmic Game on PC (Sound & Effects Artist, Project Manager – Team of 4)
- Rhythmic VR game where you control your familiar (Ra) through drum beats and defeat monsters, developed using **Unity 3D** and **HTC Vive**.
- Created original sound tracks and effects using **LMMS** and **Audacity**.
- Followed **SCRUM** Project Management strategy.

Teeny Tiny   Feb 18 – Apr 18
Multiplayer 3D Action Platformer on PC (Programmer – Team of 6)
- Multiplayer competitive scavenger hunt game, developed using **Unreal Engine 4**.
- Players are placed in a scaled-up environment and would need to balance between finding for items and hindering their opponents to win the game.
- Worked on scoring system, including item depositing at designated areas and scoreboard.

OTHERS

Itadakimasu~   Jan 18
Telegram Bot (Backend Developer – Team of 2)
- Random Food Generator, where users can input the name of a canteen in NUS and the bot will reply with a random meal recommendation.
- Written in **Java**, using **Telegram API**. Participated in a 24-hour hackathon, Hack n' Roll 2018.

SKILLS/ACHIEVEMENTS

- **Code:** Java, C, HTML5, CSS3, JaveScript, jQuery, jSoup, Bootstrap, Unreal Engine 4, Unity3D, OpenGL, Vue.js
- **Design:** Figma, InVision, Basic in Adobe Photoshop, Adobe Premiere Pro
- **Wireframe:** Balsamiq Mockups
- **Platform:** Firebase, Android Studio, Xcode
- **Tools:** Git, Gradle, Maven, Travis CI
- **Music:** LMMS, Audacity
- **Language:** Fluent in English and Mandarin; Basic Japanese (Japanese-Language Proficiency Test – N4)

- Won First Prize for the 6th Chinese-Bridge Chinese Proficiency Competition in Singapore in 2013. Represented Singapore and won 3rd Group Prize in Yunnan, China at the International level.
- Won the Silver Award in the 15th Singapore Science and Engineering Fair, in a team of 3 members.
- Won 2nd Prize for the National Chinese Music Competition, Zhongruan Open Category in 2012.
- Straight Distinctions (from Primary to Grade 8, Intermediate Foundation, Intermediate) for Classical Ballet Examinations organized by the Royal Academy of Dance.