

EDUCATION AND QUALIFICATIONS

U.S.	Cornell University	2017 - 2018
<ul style="list-style-type: none">Master of Professional Studies (Information Science) specializing in Human-Computer Interaction.Graduate Coursework: Psychology; User Centered Design; Rapid Prototyping; User Experience Engineering.		GPA N.A.
Singapore	National University of Singapore	2013 - 2017
<ul style="list-style-type: none">Bachelor of Computing (Computer Science, Interactive media) Honors with Distinction.Undergraduate Coursework: Software Engineering; Interaction Design; Computer Graphics.		GPA 4.19/5.0
U.S.	University of California, Berkeley	Summer 2015
<ul style="list-style-type: none">Summer School, Electrical Engineering & Computer Science.		

EMPLOYMENT

HCI Research Intern NUS Human-Computer Interaction Lab	National University of Singapore	May – July 2017 Singapore
<ul style="list-style-type: none">Researched on conversational user interface, designing hands-free document processing interface.Conducted pilot studies and contextual interviews for conceptual prototypes.		
Technology Analyst Technology	Goldman Sachs Control Platforms	May – July 2016 Singapore
<ul style="list-style-type: none">Client-on-boarding website user requirement analysis & hi-fidelity UI prototyping.Client-on-boarding website front-end (JavaScript) development.		
Software Engineer Intern, QA Business Model Solution	Autodesk License Platform Team	Jan – June 2015 Singapore
<ul style="list-style-type: none">Enterprise software license usage website user requirement analysis & hi-fidelity UI prototyping.Enterprise software license usage website front-end (JavaScript) & back-end (C#) development (followed Scrum process).		
Teaching Assistant CS3241 CP3108B	National University of Singapore - Computer Graphics. (OpenGL, 3D Modeling, Ray Tracing). - Orbital Programme Student Advisor (Web Application Development).	2015 – 2017

TECHNICAL PROJECTS

- Microsoft MakeCode** (2017). Worked with Microsoft Research (Redmond) on creating interactive environment to help non-programmers doing basic coding. *Product Design, Product Prototyping, Software Engineering (Node.js)*.
- RideNUS, Renting scooters mobile app** (2016). Conducted multiple contextual inquiry based user studies. Completed 3 iterations of hi-fidelity UI prototyping. *iOS UI Design, Human Computer Interaction, Contextual Inquiry, Empirical Research*.
- Reindeer, Online tutorial web app** (2016). Designed and prototyped in low-fidelity for multiple web pages, implemented server side file system, implemented front-end voice streaming. *Software Engineering (Node.js), Web UI Design*.
 - <https://github.com/nus-mtp/etutorial>

DESIGNING TOOLS AND TECHNOLOGIES

- Sketch; Adobe Photoshop.
- Web Development; Java Development; Java; Python; JavaScript.

ADDITIONAL EXPERIENCE & AWARDS

- Goldman Sachs Community Teamwork** (2016).
- Military Club, Director of Academic Activity** (2010-2011).
- Ministry of Singapore SM2 Scholarship** (2013-2017) Full scholarship for international undergraduate students.
- NUS 2016 STePS Second Price** (2016) NUS School of Computing Term Project Showcase, top 20%.