Chen Di

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EDUCATION

National University of Singapore   **Singapore**

Bachelor of Computing, Computer Science.   **Expected 2013 – 2017**

Focus Area: Interactive Media.

Undergraduate Course Work: Human Computer Interaction, Computer Graphics, Algorithm Analysis, Parallel Computing.

Final Year Project: Modeling and Simulation of Crowd Management. Supervised by A/Prof Gary S.H. Tan, Dr Antoine Fegette.

University of California, Berkeley   **Berkeley, CA, USA**

Summer School   **06. 2015 – 08. 2015**

Studied Operating Systems (CS162) offered by EECS department.

UNERGRADUATE PROJECTS

Reindeer | **Online Tutorial Web App,** National University of Singapore   **Spring, 2016**

- Designed and Prototyped multiple web pages, including user course page and tutorial session chatroom.
- Implemented server side user file management system, compatible with Linux and Mac OS environment.
- Implemented WebRTC based voice chat function, runnable in LAN environment.

NUS Ride | **Renting Scooters Mobile App,** National University of Singapore   **Spring, 2016**

- Conducted multiple contextual inquiry based user studies.
- Performed data analysis and requirement analysis on user study data for refining project requirements.
- Completed 2 iterations of hi-fidelity prototyping and conducted user experiments for both releases.

MagiCAL | **To-Do List Desktop App,** National University of Singapore   **Fall, 2014**

- Developed a parser for interpreting user commands, implemented on typo detection and keyword detection for intelligent commands.
- Implemented data store interface and data parser for storing and retrieving user to-do lists data.

TEACHING EXPERIENCE

Teaching Assistant, National University of Singapore   **Fall, 2015 - Present**

CS3241, Computer Graphics

- Delivered practical and tutorial sessions for groups of up to 30 students, nominated for best teaching in 2015/16 sem1.

- Assisted lecturer designing tutorial questions.

Student Advisor, National University of Singapore   **Spring, 2016**

CP3108B Orbital Programme

- Mentored 8 groups of undergraduate students designing and developing web apps.

WORKING EXPERIENCE

Goldman Sachs   **Singapore**

Summer Analyst, Operations Division   **05. 2016 − 07. 2016**

- Designed and prototyped web UI to perform AML/CTF related regulatory checks in client-on-boarding process. Reduced 2 days (13%) in boarding process.
- Provided support in client-on-boarding Business Process Modeling.
- Designed and implemented SQL test script to perform automated client data validation.

Autodesk   **Singapore**

Software Engineer Intern, QA, Licensing Platform   **01. 2015 − 06. 2015**

- Designed and developed UI for enterprise license usage monitoring web application.
- Provided help in licensing framework test automation.
- Followed Scrum developing process amongst the team.

AWARDS AND HONORS

SM2 Scholarship   Singapore Ministry of Education

Full undergraduate scholarship for international students.   2013

NUS 2016 STePS Second Price, NUS Ride (top 20%)   National University of Singapore

School of Computing Term Project Showcase.   2016

SKILLS AND INTERESTS

- Programming Languages: Java, Python, JavaScript, C, OCaml.
- IDE & Code Editors: IntelliJ IDEA, Eclipse, Vim.
- Graphics Editing Software: Adobe Photoshop, Adobe Lightroom, Final Cut Pro.

ADDITIONAL ACTIVITIES

- *Volunteer*, Goldman Sachs Community Team work.   Singapore, 2016
- *Director*, Student Military Club of High School Attached to HNU   Changsha, China, 2010- 2011