Sylvia Ong
Computer Science Undergraduate

Availability: 3 Jan 2022 - 17 Jun 2022

e0424865@u.nus.edu ✉

81015744 📱

linkedin.com/in/sylvia-ong-13b479140 in

EDUCATION

Bachelor of Computing in Computer Science
National University of Singapore

08/2019 - Present   *CAP: 4.46/5*

WORK AND INTERNSHIP EXPERIENCES

Full Stack Software Developer Intern
Sponsee Pte Ltd

05/2021 - 08/2021

Responsibilities

- Developed a mobile application for both iOS and android platforms from scratch using React Native, Express, NodeJS, RESTful APIs and Firebase
- Developed a web application using React, Express, NodeJS and RESTful APIs for the admin users to perform CRUD operations to manage the mobile app users
- Communicated and coordinated with the team to complete our tasks
- Suggested and implemented new ideas to improve the UI/UX design of the application
- Involved in the whole SDLC process

Mathematics and Science Tutor
Part-time

01/2021 - 05/2021

Responsibilities

- Strengthened student's understanding of the fundamental concepts, and incorporated informative animation videos to further engage the student

Client Services Assistant
RHB Securities Singapore Pte Ltd

03/2019 - 06/2019

Responsibilities

- Communicated and coordinated with all Departments with own initiative
- Efficient and meticulous in data entry and classifying information
- Eloquent, and articulated opinions well, hence prevented any miscommunication
- Guided new colleagues under supervisor's instruction
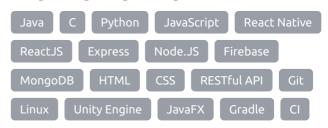
CO-CURRICULAR ACTIVITIES AND VOLUNTEER EXPERIENCES

NUS Computing Club MC Community Service
(11/2020 - Present)
Program Coordinator

NUS Rag and Flag (06/2019 - 08/2019)
Dancer

TECHNICAL SKILLS

Java C Python JavaScript React Native
ReactJS Express Node.JS Firebase
MongoDB HTML CSS RESTful API Git
Linux Unity Engine JavaFX Gradle CI

PROJECTS

TutorsPet (02/2021 - 04/2021)
- A desktop app designed for private tutors to manage students' information, optimized for use via a Command Line Interface (CLI) while still having the benefits of a Graphical User Interface (GUI) using Java, JavaFX, Gradle and GitHub
- Involved in the documentation of developer guide and user guide

Duke ChatBot (01/2021 - 02/2021)
- A desktop app designed for users to easily note down tasks and set reminders for important events. Developed using Java, JavaFX, Gradle and GitHub

Escape (05/2020 - 08/2020)
- Developed an immersive story-driven game with a high replay value using Unity Engine

CERTIFICATES

NUS Orbital (Apollo 11) (08/2020)

CTF EXPERIENCES

DSTA BrainHack 2021 (06/2020 - 06/2020)

GovTech STACK the Flags (12/2020 - 12/2020)

DSTA BrainHack 2020 (06/2020 - 07/2020)

LANGUAGES

English
Native or Bilingual Proficiency

Mandarin
Native or Bilingual Proficiency

Korean
Elementary Proficiency

INTERESTS

Travelling Handicrafts DIY Dancing
Youtube