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Personal Statement

Who Am I:

I am a Year 2 NUS student majoring in Computer Engineering. I am highly motivated and hardworking and took an interest in software development and started learning to program before entering university.

While engaging in these activities, I have also been diligently learning the key concepts from the modules given by my course, maintaining my grades while juggling head roles such as President of a choir group and the Producer of a musical production.

How Can I Add Value To You:

The Computer Engineering course allocates a module called Software Engineering to every Computer Engineering students, which simulates the actual work environment of software development. For example, it allowed us to practice using source code management platforms like GitHub, doing incremental programming, writing documentations and working together in a team.

Besides my Computer Engineering background, my participation in competitions and project has also given me more opportunities to train my soft skills and work with people outside my discipline. I also picked up programming languages outside of my discipline such as Python, C#, Javascript etc, making it quite flexible for me to switch languages. Even during my free time, I have picked up game development as a hobby as well, which was what garnered my interest in software development in the first place.

My internship at a startup in Singapore called "Markedshot" has also provided me work experience in a startup and valuable technical knowledge in mobile app development for Android.

Apart from the aforementioned technical skills, my experience as a head has given me better time management skills, communicate more effectively with my colleagues and improved my organisational skills. All of which I feel would greatly benefit the company.

Internship Objectives:

I am seeking an internship where I can make use of the soft skills that I have learned to make a visible and positive change to the company. While in the process, take away valuable experience and knowledge from the job that would help me in my future endeavours and allow me to learn more about what a startup entails.

However, I am also open to exploring other roles and willing to pick up new skills should the company require me to do so, so feel free to discuss with me the roles that you need my help in

Education

August 2016 - Present	National University of Singapore Bachelor of Engineering (Honours) in Computer Engineering (Course details in Appendix A)	Singapore
Feb 2012 to Dec 2013	Meridian Junior College (MJC) Singapore-Cambridge General Certificate of Education Advanced Level Subjects: Physics (A) Chemistry (B) Mathematics (A) Economics (C)	Singapore

Work Experience

Dec 2017 to Present	Markedshot, Software Developer <ul style="list-style-type: none">Helped to develop and add new functionalities to the mobile applicationHelped to test and debug the application	Singapore
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Scholastic Achievements/Extracurricular Activities

August 2016 - June 2017	Built a prototype for an energy saving switch that controls the power usage. Product Designer <ul style="list-style-type: none">Researched and conceptualized the idea of a microwave machine timer to optimize voltage generated to power electronic devices in a room	Singapore
May 2017 - August 2017	Created a working computer game that Teaches Programming concepts for Summer Project Programmer <ul style="list-style-type: none">A game where users can design their own game object's behaviour.Created a simple and user-friendly UI for the userTested and debugged game	Singapore
May 2017 - Present	Hall Contributions <ul style="list-style-type: none">President for Raffles Hall's Choir Group (RHVoices)Producer for Raffles Hall's Musical ProductionHead of Planning Committee for 2 fundraising events	
Dec 2017	Created a machine for a robotics competition held by NUS called ROBOTS@NUS, Programmer <ul style="list-style-type: none">Lead Programmer for the brains of the machineUtilised Lego Mindstorm EV3 to build our prototypeWon First Place was offered fundings to pursue this path	Singapore
Aug 2017 to Oct 2017	Developed a Mobile Game Application for a Competition organised by PSA Singapore to showcase PSA's Core Business. Programmer <ul style="list-style-type: none">Created a game called "TapCargo" that simulates the transfer of containers from one vessel to anotherProgrammed the animation and the game mechanics	Singapore
Dec 2016	Developed a computer game for NUS GameCraft 2016, organized by NUS Games Development Group(GDG). Programmer <ul style="list-style-type: none">Worked under a time constraint of 24 hoursCreated a simple 3D knife throwing gameGames were vetoed by external judges to test playability	Singapore

Skill Sets & Proficiency

Programming	Java C C++ C# Python	Proficient Proficient Basic Proficient Intermediate
Web	HTML, CSS PHP	Intermediate Basic
Scripting	JavaScript	Intermediate
Operating Systems	Linux Windows 9x, 2000, XP Unix/BSD	Basic Basic Basic
Multimedia	Adobe Photoshop CS6	Basic
Source Code Management	GitHub GitLab	Intermediate Basic

Language Proficiency

Spoken	English – fluent; Mandarin – average
Written	English – competent; Chinese – average

Additional Information

Enjoys singing and racquet sports like table tennis and badminton

Degree: Bachelor of Engineering (Honours) in Computer Engineering
Cumulative Average Point: 4.07 / 5.00

Year	Level	Course Description	Grades
Aug – Nov 2016	Year 1/Semester 1	Programming Methodology	B+
		Discrete Structures	B(S)
		Electrical Engineering	B+
		Introduction to Computer Engineering	B+
		Quantitative Reasoning	A
		Mathematics I	B+
Jan – May 2017	Year 1/Semester 2	Data Structures and Algorithms	B+
		Electrical Engineering	B+
		Mathematics II	B+
		Physics IIE	A-
		Critical Thinking and Writing	B(S)
		Introduction to Design Thinking*	B+
Aug – Nov 2017	Year 2/Semester 1	Independent Software Development Project (Orbital)	CS
		Software Engineering	B
		Effective Communication for Computing Professionals	B+
		Digital Fundamentals	B+
		Electronic Circuits	B+
		Asking Questions	CS
		Introduction to Space Systems*	B(S)
Jan – May 2012	Year 2/Semester 2	Probability and Statistics	In-progress
		Real-Time Operating Systems	In-progress
		Programming for Computer Interfaces	In-progress
		Signals and Systems	In-progress
		DCP Project*	In-progress

*These modules are part of the Innovation & Design-Centric Programme (iDCP) offered by NUS and is one of three pathways for Engineering students who are keen on design, innovation and enterprise. Students in the iDCP learn how to understand customer and user needs; identify opportunities for innovation; design new products, services, and solutions that are of value to various stakeholders; realise and prototype their designs; and develop business ventures from their creations. The DCP Project that I am undertaking now is “Walking, running and navigating in virtual reality” / “Haptic and wearable interface for virtual reality”.

NUS Grading Scale:

A+ & A (5.0); A- (4.5); B+ (4.0); B (3.5); B- (3.0); C+ (2.5); C (2.0); D+ (1.5); D (1.0); F (0)

S = Satisfactory; U = Unsatisfactory

CS = Completed Satisfactorily; CU = Completed Unsatisfactorily

EXE = Exempted; IC = Incomplete; IP = In Progress; W = Withdrawn