

# Tan Chun Hoong Clement

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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 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

*[Tan Chun Hoong Clement]*

## Education

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|------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| August 2016 to Present | National University of Singapore <ul style="list-style-type: none"><li>- Bachelor of Engineering (Computer Engineering), Honors.</li><li>- Relevant Modules Taken: Software Engineering, Programming Methodology, Data Structures &amp; Algorithms</li><li>- Expected date of graduation: May 2020</li></ul> |
| Feb 2012 to Dec 2013   | Meridian Junior College (MJC) <ul style="list-style-type: none"><li>- <b>GCE "A" Level</b></li><li>- Ranking points/UAS without MTL: 82.75/90</li></ul>                                                                                                                                                      |

## Academic Projects

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|--------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| August 2016 to June 2017 | Built a prototype for an energy saving switch that controls the power usage. Product Designer <ul style="list-style-type: none"><li>- Researched and conceptualized the idea of a microwave machine timer to optimize voltage generated to power electronic devices in a room</li></ul>                                                                                                                                                                                                       |
| May 2017 to August 2017  | Created a working Computer Game that Teaches Programming concepts, Programmer <ul style="list-style-type: none"><li>- Constructed a customisable AI for the game objects in the game that gives users the freedom to design their own game object's behaviour.</li><li>- Created a simple and user-friendly UI for the user so that they can play the game with ease</li><li>- Tested game frequently and modified the tutorial levels of the games multiple times over a few days.</li></ul> |

## External Projects

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|----------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Aug 2017 to Oct 2017 | Developed a Mobile Game Application for a Competition organised by PSA Singapore to <b>showcase PSA's Core Business. Programmer</b> <ul style="list-style-type: none"><li>- <b>Created a game called "TapCargo"</b> that simulates the transfer of containers from one vessel to another</li><li>- Helped with the animation of the movements of the ships in the game and the game mechanics</li></ul> |
| Dec 2016             | Developed a Computer Game for NUS GameCraft 2016 organised by NUS Games Development Group(GDG). Programmer <ul style="list-style-type: none"><li>- Worked under a time constraint of 24 hours</li><li>- Created a simple 3D knife throwing game</li><li>- Games were vetoed by external judges to test the playability of the game.</li></ul>                                                           |

Dec 2017	<p>Created a machine for a robotics competition held by NUS called ROBOTS@NUS, Programmer</p> <ul style="list-style-type: none"> <li>- In charge of programming the brains of the machine and how they interact</li> <li>- Utilised Lego Mindstorm EV3 to build a prototype of a fitness machine</li> <li>- Won First Place and currently being offered fundings to pursue this path</li> </ul>
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#### Co-Curricular Activities & Volunteer Experience

Aug 2016 to Present	<p>Raffles Hall National University of Singapore(NUS) Raffles Volunteer Club, Organiser</p> <ul style="list-style-type: none"> <li>- In charge of planning and logistics for a CIP project with HCA Hospice</li> </ul>
Aug 2017 to Present	<p>Raffles Hall National University of Singapore(NUS) RHVoices, President</p> <ul style="list-style-type: none"> <li>- Planned the timeline for the list of activities coming up for RHVoices as well as budget</li> </ul>
May 2017 to Present	<p>Raffles Hall National University of Singapore(NUS) Raffles Hall Musical Production(RHMP), Producer</p> <ul style="list-style-type: none"> <li>- Planned the schedule for RHMP as well as reviewed the budget for all the departments</li> <li>- Liaise with external parties to organise the musical</li> </ul>

#### Work Experience

Dec 2017 to Present	<p>Markedshot, Software Developer</p> <ul style="list-style-type: none"> <li>- Helped to develop and add new functionalities to the mobile application used by Markedshot</li> <li>- Helped to test and debug the application</li> </ul>
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#### Skill Sets

Programming	<p>Java C Python C# Javascript</p>	<p>Proficient Proficient Intermediate Proficient Intermediate</p>
Web Development	HTML5/CSS	Intermediate
App Development	Android Studio	Proficient
Game Development	Unity	Proficient
Source Code Management	<p>GitHub GitLab</p>	<p>Proficient Intermediate</p>

## Appendix A: Summary of courses taken

Module	Grade
<b>Computing</b>	
PROGRAMMING METHODOLOGY	B+
DISCRETE STRUCTURES	B(S)
DATA STRUCTURES AND ALGORITHMS I	B+
INDEPENDENT SOFTWARE DEVELOPMENT PROJECT (ORBITAL)	CS
SOFTWARE ENGINEERING	B
REAL-TIME OPERATING SYSTEMS	Currently taking
PROGRAMMING FOR COMPUTER INTERFACES	Currently taking
SIGNALS AND SYSTEMS	Currently taking
<b>Engineering</b>	
INTRODUCTION TO COMPUTER ENGINEERING	B+
ELECTRICAL ENGINEERING	B+
INTRODUCTION TO DESIGN THINKING	B+
DIGITAL FUNDAMENTALS	B+
ELECTRONIC CIRCUITS	B+
INTRODUCTION TO SPACE SYSTEMS	B(S)
DCP PROJECT (VIRTUAL REALITY)	Currently taking
<b>General Education</b>	
QUANTITATIVE REASONING	A
COMMUNICATION AND CRITICAL THINKING FOR COMMUNITY LEADERSHIP	B+
ASKING QUESTIONS	CS
<b>Mathematics</b>	
MATHEMATICS I	B+
MATHEMATICS II	B+
PROBABILITY AND STATISTICS	Currently taking
<b>Physics</b>	
PHYSICS IIE	A-
<b>English Language Communication</b>	
CRITICAL THINKING AND WRITING	B(S)
EFFECTIVE COMMUNICATION FOR COMPUTING PROFESSIONALS	B+