

Terence Ke Wen CHOK

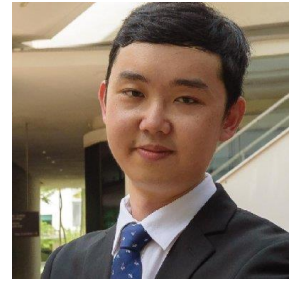
Mobile: +65 9123 4567

Email: terence.chok@nus.edu.sg

Skype: chalkterence@gmail.com

Linkedin: <https://sg.linkedin.com/in/terchok>

Github: <https://github.com/terchalk>



Personal Statement

About Me

I am a Year 3 undergraduate from National University of Singapore pursuing an honors degree in Computer Science with specialization in Visual Computing. I am an inquisitive person who likes learning and adapting to situations. I thoroughly enjoy playing competitive video games as my hobby because it requires productive communication and focus.

Internship Objectives

I hope to gain valuable working experience in the Information Technology (IT) industry at Silicon Valley, a place that is vibrant in the tech scene. In addition, I would like to expand my network and be exposed to the overseas start-up ecosystem.

Work Experience

During my summer break two summers ago, (May to Aug 2015), my friend and I made a game that involved platform jumping and bullet dodging. The purpose of the project was to get first-hand experience in game development while fulfilling our summer project requirement. I picked up new skills quickly like user testing, stage design and music composition during the process. The project was a success and we received the Apollo 11 Award for the summer program. Our game can be downloaded at <https://github.com/Vylantze/Chaos-Children>.

Last summer, I was a software engineering intern at SOZOCO. SOZOCO is a start-up company that specializes in creating custom-made nail polish through their mobile application, NailDeck. A user would take a photograph, select a specific color on the photo and the application would send the selected color to the nail polish makers. As part of the technical team, I was tasked to create the Android version of NailDeck from scratch. (it is an iOS application) During the development, I had to quickly pick up new skills as mobile application development is a field which I had no prior experience in. I managed to implement all the core functionalities that the application would need to be useful before my internship ended.

In my third year of university education, I was a teaching assistant for CS1010, Programming Methodology. It is a basic programming module designed for freshmen who has little to no programming background. As a teaching assistant, my responsibilities include conducting discussion classes, grading lab and practical assignments. The main challenge is to simplify programming concepts so that students are able to understand the programming concepts better.

Strengths & Weaknesses

I am a self-motivated person. Despite not having any mobile development experience, I took the time to take up Android Development courses so that I am better equipped for my internship. I am also taking web development courses to increase my exposure as an aspiring software developer.

I am also a team player. I understand the importance of working with others to achieve a common goal and the need to be flexible in taking up responsibilities in a team setting.

However, there were times where I am reluctant in asking for help from my colleagues because I was afraid of being a liability. This proved to be a hindrance when I am doing my internship in a start-up, where deadlines of deliverables are very crucial. Under the guidance of my supervisors, I changed my mindset and seek assistance from people with more experience, so that I can keep up with the team.

How I Can Contribute

My interests lie with web application development, both front-end and back-end. I do understand that the need of every startup varies and thus, I am willing to adapt to any changing needs of your company so that I can be a valuable asset. My personal goal would be to make a positive difference through my responsibilities.

Education

Aug 2014 – Present	National University of Singapore Bachelor of Computing (Honours) in Computer Science (Course Details in Appendix A)	Singapore
Jan 2010 - Dec 2012	Serangoon Junior College Singapore-Cambridge General Certification of Education, Advanced Level	Singapore

Work Experience

Aug 2016 - Present	National University of Singapore <i>Teaching Assistant</i> <ul style="list-style-type: none">• Conducts discussion sessions and grades assignments• Conducts extra lessons for students who are facing difficulties	Singapore
May 2016 - Aug 2016	SOZOCO <i>Software Engineering Intern</i> <ul style="list-style-type: none">• Headed the development of NailDeck, Android• Implemented core functionalities of the e-commerce application• Proposed a pipeline of features for future improvements	Singapore
May 2012 – May 2014	Singapore Armed Forces <i>Communications IC</i> <ul style="list-style-type: none">• Managed the signal operations and equipment allocation• Supervised the supply operations for combined military exercises	Singapore

Scholastic Achievements/Extracurricular Activities

Aug 2015	Smart Port Hackathon by Maritime and Port Authority of Singapore <ul style="list-style-type: none">• 1st Prize (Student Category)	Singapore
Aug 2015 - Oct 2016	National University of Singapore, School of Computing <ul style="list-style-type: none">• Welfare Director for NUS Students' Computing Club• Organizing Committee for Computing Day 2016	Singapore
May 2015 – Aug 2015	Orbital Summer Program, School of Computing <ul style="list-style-type: none">• Recipient of Apollo 11 (Advanced) award	Singapore
Jan 2010 - Dec 2012	Serangoon Junior College <ul style="list-style-type: none">• Member of Serangoon Junior College Symphonic Band• Singapore Youth Festival 2011 Central Judging – Recipient of Bronze Award	Singapore

Skill Sets & Proficiency

Office Productivity	Microsoft Word Microsoft PowerPoint Microsoft Excel	Proficient Intermediate Intermediate
Multimedia	Adobe Photoshop CS5 Wondershare Video Editor	Intermediate Basic
Web	HTML, CSS Javascript PHP NodeJS, JQuery React	Intermediate Basic Basic Basic Basic
Mobile	Android Development	Intermediate
Programming	Java C C++ C# Firebase OpenGL OpenCV Python	Intermediate Intermediate Basic Basic Basic Basic Basic Basic
Integrated Development Environments	Unity3D Eclipse Android Studios IDLE	Basic Basic Intermediate Basic
Markup	XML	Basic
Operating Systems	Windows 7, 10 Unix	Basic Basic
Collaborative and Task Management Tools	Trello Google Docs Slack	Intermediate Intermediate Intermediate
Version Control Systems	Git Github BitBucket	Basic Basic Intermediate

Language Proficiency

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

Additional Information

Other activities/interests: Music Production, Guitar, Drums, Percussions.

Degree: Bachelor of Computing (Honours) in Computer Science

Year	Level	Course Description	Module Type
Aug – Nov 2014	Year 1/Semester 1	Programming Methodology	Essential
		Discrete Structures	Essential
		Calculus in Computing	Elective
		US: From Settlement to Superpower	Elective
		Linear Algebra I	Elective
Jan – May 2015	Year 1/Semester 2	Data Structures and Algorithms I	Essential
		Computer Organization	Essential
		Probability and Statistics	Essential
		Genes and Society	Elective
		Orbital Project	Essential
Aug – Nov 2015	Year 2/Semester 1	Data Structures and Algorithms II	Essential
		Software Engineering	Essential
		Effective Communication for Computing Professionals	Essential
		Critical Thinking in the Information Age	Essential
		Computing and Society	Essential
Jan – May 2016	Year 2/Semester 2	Introduction to Operating Systems	Essential
		Computer Graphics	Essential
		Multivariable Calculus	Elective
		Animal Behaviour	Elective
		Design and Analysis of Algorithms	Essential
Aug – Nov 2016	Year 3/Semester 1	Introduction to Computer Networking	Essential
		General Biology	Elective
		Computer Vision	Essential
		Machine Learning	Essential
		Singapore Film: Performance of Identity	Elective