

EUGENE CHONG ZHI LIANG

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EDUCATION

National University of Singapore

Aug 2020 – May 2024

Bachelor of Engineering (Hons.), Major in Computer Engineering

- NUS ASEAN Undergraduate Scholarship Holder, NUS IEEE-HKN Member (Lambda Omega)
- GPA: 4.63 / 5.00 (Dean's List AY22/23 Semester 1)

TECHNICAL AND TRANSFERRABLE SKILLS

- **Technical skills:** C, Python, C++, Java, Rust, Go, Ruby on Rails, JavaScript, React, SQL, Docker, Git, AWS, Linux.
- **Soft skills:** Teamwork, Self-learning, Leadership, Problem-solving, Communication, Time management.
- **Relevant coursework:** Data Structures and Algorithms, Software Engineering & Object-oriented Programming, Database Systems, Big Data Systems for Data Science, Machine Learning, Design & Analysis of Algorithms, Parallel and Concurrent Programming, Parallel and Distributed Algorithms, Programming Language Implementation.

WORK AND INTERNSHIP EXPERIENCE

Quality Assurance Engineer Intern, Univers Pte. Ltd.

Jan 2023 – Jun 2023

- Conducted rigorous testing of Univers' microservices application, employing a comprehensive approach encompassing manual and automated testing with Selenium, as well as unit and integration testing using the Java Cucumber framework, leading to test coverage of at least 85%.
- Communicated testing results, progress, and challenges to facilitate collaboration with developers and product managers.
- Performed regression testing by verifying bug fixes and product enhancements, maintaining product stability throughout the software development lifecycle, and increasing test case passing rate to more than 95%.

Software Engineer Intern, Talenox

May 2022 – Aug 2022

- Developed and documented payroll-related features for Talenox's HR Information System web application using the Ruby on Rails framework and Angular.js.
- Composed comprehensive unit and integration tests for payroll features implemented, resulting in at least 80% test coverage.
- Applied knowledge of database querying and Object-Relational Mapping to introduce code optimizations, improving performance of Talenox's web application by nearly twice.

RELEVANT PROJECTS

GoCurrent, Academic Project

Feb 2024 – Apr 2024

- Architected and implemented a custom programming language, GoCurrent, within TypeScript, mirroring key functionalities of Golang (channels, wait groups) to achieve successful parallel processing capabilities within the TypeScript environment.
- Developed a user-friendly Next.js frontend for GoCurrent, enabling seamless execution in a browser environment.
- Project repo: <https://github.com/cs4215-go-project/gocurrent-frontend>.
- Project website: <https://gocurrent.vercel.app/>.

Laser Tag++ (AR Laser Tag Game), Computer Engineering Capstone Project

Aug 2022 – Nov 2022

- Created a multi-process application Python application to stream game-related data from six hardware devices concurrently to a Linux device via Bluetooth Low Energy (BLE).
- Programmed serial interface of six hardware devices in Arduino to transmit and receive game-related data via BLE.
- Designed and documented overall game system architecture and functionalities of Python BLE application.
- Project repo: <https://github.com/CG4002-Capstone-Project-B8/BleClient>.

EXTRA-CURRICULAR ACTIVITIES

NUS Student's Union (NUSSU) Student Life Cell (Special Projects), Publicity Head

Oct 2022 – Present

- Led a 4-member team, orchestrating publicity timelines, designing promotional materials, and leveraging social media platforms to publicise student life events like Valentine's Day and Movie Under the Stars, achieving an outreach of over 5,000 students.
- Spearheaded promotional initiatives for NUS Supernova, an annual music festival, leading to a 550% growth in social media followers compared to previous years, attaining an outreach of over 15,000 students and an event attendance of over 7,000 students.

ADDITIONAL INFORMATION

- **Languages:** English (Written and spoken), Malay (Written and spoken).
- **Interests:** Cloud technologies, AI/ML, Football, Drums, E-sports, Fitness, Graphic Design (Figma, Photoshop).