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Personal Statement

I am Triston Pang, a Computer Science undergraduate from the National University of Singapore (NUS). I am currently seeking to secure a year-long internship in a start-up in Silicon Valley as part of the NUS Overseas Colleges Programme. I am an aspiring software developer, looking to specialize in Software Engineering. I stand by my personal belief – “empowerment through technology” – as it is my aspiration to be able to design solutions and bring ideas to life in order to enable and bring benefit to others.

About Me

I am deeply passionate about software development, and I am always looking to pick up new skills and tools. I am not afraid to step outside my comfort zone, and am eager to challenge myself with new experiences and opportunities. Last summer, as part of an independent software development project, I worked on a student life and event management mobile application for Android devices called InTheLoop. This application made use of a QR code scanner in order to manage event sign-ups and attendance. InTheLoop is currently being prepared for deployment in the residential college that I live in, the College of Alice & Peter Tan (CAPT).

Additionally, I have strong leadership skills and self-initiative. In CAPT, I founded CAPTs_Lock, a programming and tech-based interest group. CAPTs_Lock seeks to empower residents with code-literacy skills, and to develop useful applications. As the founder of CAPTs_Lock, I planned the curriculum for and conducted Python workshops, as well as oversaw various projects developed by the interest group. One example would be a portable electronic registration system that keeps track of attendance via QR code scanning, and is currently being used for all events requiring attendance tracking in the College.

Work Experience

In December 2018, I interned at NebulasTree, a small cybersecurity start-up, and in the span of 3 weeks, developed a mobile authenticator application for iOS platforms in Swift, a language that I had no prior experience with. Being part of a two-man team, I worked on the client-side aspect of the system, and crafted the iOS application with Xcode.

I am also a Teaching Assistant for NUS. I have tutored two modules so far – CS2030 Programming Methodology II and CS2103/T Software Engineering. In CS2030, I prepared teaching materials and conducted laboratory sessions to teach students basic software engineering principles, object-oriented programming and functional programming. In CS2103/T, I conducted tutorial sessions and was placed in charge of grading and guiding the software engineering projects of two teams.

What can I do for your company?

I am primarily a software engineer, and can contribute to the code base and structure of any software project in development. Although I am more familiar with mobile development and back-end development, I am willing to learn new skills, languages or frameworks as required by the company. I am a very focused and driven individual, and as an intern I always give my full commitment and dedication to the task at hand.

Weakness

As a individual who can handle heavy workloads, I tend to place a large amount of pressure and expectations on myself. However, through past leadership and work experiences, I have learnt to manage my limits and am able to effectively utilize the stress placed on me to produce quality work.

Education

Aug 2017 - Present	National University of Singapore (NUS) Bachelor of Computing (Honours) in Computer Science (Course details in Appendix A)	Singapore
Aug 2017 - Present	College of Alice & Peter Tan NUS University Town College Programme (Course details in Appendix A)	Singapore
Jan 2013 - Dec 2014	Meridian Junior College Singapore-Cambridge General Certificate of Education Advanced Level Subjects: Physics (A), Chemistry (B), Mathematics (A), Economics (B), General Paper (A)	Singapore

Work Experience

Sep 2018 - Present	Steady <i>Founder, Lead Developer</i> <ul style="list-style-type: none">Steady is a lifestyle marketplace mobile application catered to the hearing impairedWorks on developing Steady application – idea first conceived during Social Innovation Fest 2018, currently under development	Singapore
Dec 2018 - Jan 2019	NebulasTree Private Limited <i>Intern (Software Development)</i> <ul style="list-style-type: none">Developed One-Time Password (OTP) mobile authenticator application for iOS platformsWorked on client-side aspect of OTP system, as well as OTP generation algorithm (SHA512 encryption)	Singapore
Jan 2018 – Present	National University of Singapore (NUS) <i>Teaching Assistant (CS2030 Programming Methodology II & CS2103/T Software Engineering)</i> <ul style="list-style-type: none">CS2030: Conducted lab sessions and prepared teaching materialsCS2103/T: Conducted tutorial sessions and was in charge of two student teamsMonitored both teams project progress and graded project updates	Singapore

Scholastic Achievements/Extracurricular Activities

Dec 2017 - Present	College of Alice & Peter Tan – CAPTs_Lock <i>Founder</i> <ul style="list-style-type: none">CAPT_s_Lock is a college-wide interest group that seeks to educate and empower with technology and programming.Worked on portable electronic registration system that keeps track of attendance via QR code scanning, now adopted by the College for all events requiring registration	Singapore
May 2018 – Aug 2018	NUS Orbital <i>Participant</i> <ul style="list-style-type: none">Orbital is an independent software development project offered by NUS (see Appendix A)Worked on mobile application InTheLoop – a student event planning and management system	Singapore

Director of Publicity

- *The College Students' Committee represents the college's student body and addresses their needs.*
- Managed a team of 22 student leaders

Skill Sets & Proficiency

Programming	Java	Proficient
	Python	Proficient
	C	Intermediate
	JavaScript	Basic
	Swift	Basic
Web	HTML, CSS	Basic
	React	Basic
Database	SQL	Basic
Markup	XML	Basic
Operating Systems	Linux	Basic
	Windows XP, 7, 10	Basic
	Unix/BSD	Basic
Multimedia	Adobe Lightroom	Basic
	Adobe Premiere Pro	Basic
Office Productivity	Microsoft Word, PowerPoint	Proficient
	Microsoft Excel	Intermediate

Language Proficiency

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

Additional Information

Hobbies/Interests	Hacking, Photography, Videography
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Degree: Bachelor of Computing (Honours) in Computer Science
Cumulative Average Point: 4.65 / 5.00

Year	Level	Course Description	Grades
Jan – May 2017	iBLOC [#]	CS1010X Programming Methodology	A
Aug – Nov 2017	Year 1/Semester 1	CS2030 Programming Methodology II	A
		CS1231 Discrete Structures	B+
		GER1000 Quantitative Reasoning	A
		MA1521 Calculus for Computing	S
		UTW1001V Exploring Blogs as a Form of Communication	A-
Jan – May 2018	Year 1/Semester 2	CS2040 Data Structures and Algorithms	A-
		CS2100 Computer Organisation	A
		MA1101R Linear Algebra I	A
		UTC1411 Junior Seminar: Systems, Systems Everywhere	CS
		UTW2001P Science Fiction and Empire	A-
Aug – Nov 2018	Year 2/Semester 1	CP2106 Independent Software Development Project (Orbital)	CS
		CS2103T Software Engineering	A
		CS2106 Introduction to Operating Systems	A-
		ST2334 Probability and Statistics	A
		CS2101 Effective Communication for Computing	B+
		UTS2402 Environment and Civil Society in Singapore	S
Jan – May 2019	Year 2/Semester 2	CS3230 Design and Analysis of Algorithms	IP
		CS2106 Introduction to Computer Networks	IP
		IS1103 IS Innovations in Organisations and Society	IP
		LSM1301 General Biology	IP
		UTC2410A Reconstructing Communities: Insights from the Balkans	IP

[#]"iBLOC" refers to internal Blended Learning Online Course, a new online course which is integrated with re-designed face-to-face learning in a flipped classroom format. The term, "flipped classroom" means "inverting the classroom practice". Traditionally, NUS delivers 2-3 hour long lectures in the lecture halls, conducts 1-2 hour tutorials and seminar discussions in seminar rooms, and requires students to do additional practice and homework outside class or at home. In the flipped classroom concept, physical lectures are organized into targeted video snippets of between 8-15 minutes, and classroom time will be used for targeted, high-intensity interactive discussions or problem-solving activities. In this way, the classroom is flipped in the sense that basic content delivery is now put online and in-class time is devoted to address difficult concepts/ideas and to cultivate higher order skills of critical thinking and collaborative peer work.

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