

# Ulysses Kee

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Work Authorization: Singapore Citizen

## EDUCATION

<b>National University of Singapore</b> <i>MS in Computer Science</i>	Singapore, SG Jan. 2021 – Jan. 2023
<b>University of Warwick</b> <i>Bachelor of Science in Management with Finance (GPA: 4.0/4.0)</i>	Coventry, UK Oct. 2017 – Jul. 2020
<b>Relevant Coursework</b> <i>Econometrics, Database Systems, Data Science, Investment Management, Statistics</i>	

## EXPERIENCE

<b>Incoming Data Engineer Intern</b> <i>Binance</i>	Feb. 2023 – May. 2023 Singapore, SG
<b>Software Engineer Intern</b> <i>NUS - Singapore Blockchain Innovation Programme (Smart Contract Verification Team)</i>	Aug. 2022 – Feb. 2023 Singapore, SG
<ul style="list-style-type: none"><li>Working on improving the frontend UI of Verazt, a static analysis tool used to automatically find security bugs and vulnerabilities in smart contracts.</li><li>Working on the visualization of call graphs for analysing the structure of Solidity smart contracts in React.</li><li>Working on the parsing of semantic tests from the official Solidity repository into internal Rust data structures using the pest parser.</li></ul>	
<b>Software Development Intern</b> <i>Cloudflare</i>	Dec. 2021 – May 2022 Singapore, SG
<ul style="list-style-type: none"><li>Developed <u>FlareTools</u>, a web-based application using React and Cloudflare Workers, to help internal teams and partners gain better visibility over product configurations, and copy configuration records and settings easily.</li><li>Developed a set of REST API services deployed on Cloudflare Workers which was used to interface with the Cloudflare v4 APIs.</li><li>Presented my project in a global company-wide meeting and published a <u>blog</u> about it.</li></ul>	
<b>Data Analyst</b> <i>Canopy</i>	Jul. 2020 – Jun. 2021 Singapore, SG
<ul style="list-style-type: none"><li>Worked with Python to clean and transform parsed raw data into a standardized format used for downstream financial analysis and processing.</li></ul>	

## PROJECTS

<b>P2P Distributed Game</b>   <i>Java, Distributed Systems</i>	Sep. 2022 – Oct. 2022
<ul style="list-style-type: none"><li>Designed and developed a peer-to-peer distributed maze game in Java using Java RMI and implemented mutual exclusion between threads via locks.</li></ul>	
<b>Definitional Interpreter</b>   <i>JavaScript, Scilla, OCaml</i>	Jan. 2022 – Apr. 2022
<ul style="list-style-type: none"><li>Developed a <u>definitional interpreter</u> and type checker for Scilla (an intermediate-level language smart contract language developed for the Zilliqa blockchain) in JavaScript.</li></ul>	

## TEACHING

<b>IT5007 Software Engineering</b>   <i>React, MongoDB, Express, Node.js, Git, Docker, Linux</i>	Jan. 2022 – Dec. 2022
<ul style="list-style-type: none"><li>Taught concepts and tooling for full-stack development of applications.</li></ul>	
<b>IT5001 Software Development Fundamentals</b>   <i>Python</i>	Jan. 2022 – Apr. 2022
<ul style="list-style-type: none"><li>Taught programming methodology (control flow, code and data abstraction, recursion, types, OO), development methodology and fundamental data structures and algorithms.</li></ul>	

## TECHNICAL SKILLS

**Languages:** Python, JavaScript/TypeScript, Java, Rust, SQL, HTML/CSS  
**Frameworks:** React, Node.js, Express, MongoDB, GraphQL, Docker, L<sup>A</sup>T<sub>E</sub>X, Hadoop, Spark