EILEEN TO YI SHAN

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PERSONAL PROFILE

A passionate Information Systems Technology and Design undergraduate with a strong interest in UI/UX design and Front-End Development. An individual with strong leadership background and equipped with knowledge on Python, Java, HTML, CSS, JavaScript and Design Thinking Process obtained through academic projects and hackathons. A dynamic team member with excellent teamwork and communication skills.

EDUCATION

Singapore University of Technology and Design (SUTD)

- Bachelor of Engineering (Information Systems Technology & Design), Honours   **May 2016 - Present**
- Expected Date of Graduation: August 2019

WORK EXPERIENCES

Government Technology Agency (GovTech Singapore)
UX Design/Front-End Development Intern   **May 2018 – Aug 2018**

- Carried out UX Research and User Testing with the general public who were the target audience of the project for critical analysis of the product prototype.
- Designed the user interface of the product prototype based on the UX research done.
- Developed the hi-fidelity mobile responsive web prototype which was used in the user testing phase.

H&M Singapore   **May 2017 – Sept 2017**
Retail Assistant

- Operated in an organised and systematic way to assist and resolve customer enquiries professionally through fast and critical thinking.

MSIG Singapore
Data Analyst   **Nov 2015 – May 2016**

- Processed and analyse the data to ensure smoother execution of company daily operations.

ACADEMIC PROJECTS

Music Prediction Engine   **Sep – Dec 2018**

- Conceptualized a Music Prediction Engine based on datasets that were obtained from Spotify and Billboard.
- Predicts whether a song will make it to the Billboard Top 100s and the highest ranking of the song achieved.
- Visualized the datasets obtained from the different API sources in order to analyse and conclude on the most suitable training model for this problem.

Aerial Defence   **Jan – Apr 2018**

- Designed the user interface and the game mechanics which involves a remake of the old pen-and-paper game "Battleships" into an online mobile game instead.
- Developed the game

APLEVIATE App   **Dec 2017 – Jan 2018**
HADR – SSTA (Singapore Space Technology Association) Challenge (Awarded with 2nd placing)

- Utilized space technology to design a post disaster-relief app prototype that caters to two major stakeholders when disasters occur; Victims and Aid-workers.
- Conceptualized a centralized database which increased both the accuracy for geographical analysis of the disaster area and the efficiency of humanitarian aid process.
- Improved co-ordination and communication between the stakeholders.

Smart Storage App   **Sep – Dec 2017**

- Innovative approach in designing and transforming unused spaces into storage spaces to increase efficiency.
- Conceptualized an inventory database which allowed for the real-time analysis and a tool booking system which will improve the work/study environment for the students of SUTD.
- Implemented QR code scanner to facilitate the interaction between the app and the IoT hardware.

CO-CURRICULAR ACTIVITIES

6th Student Government   **Sep 2017 – Sep 2018**
Deputy Vice-President of Student Initiatives
• Worked closely with various university management departments to ensure a vibrant school life for my peers through implementation of policies and improving campus infrastructure.
• Ensured that the Constituent Clubs of SUTD are able to receive the necessary resources and support to increase the standard of such clubs in SUTD.
• Evaluated the financial budgeting of the clubs together with the university administrative department to optimize the distribution of budget for the financial year.

5th Student Government   **Sep 2016 – Sep 2017**
Director of Student Initiatives
• Collaborated with the Constituent Clubs of SUTD for major showcases such as during Open House 2017 and Freshmen Orientation 2017.
• Evaluated and assist in the growth of potential Start-up clubs.

SUTD Bands   **May 2016 - Present**
Performer
• Performed at The Pavilion, Far East Square for a crowd of 400pax that was organized by the club.
• Organized and performed in The Annexe Studio, Esplanade for the largest school-wide sold out concert of held by the club.
• Participated in numerous performances held within the campus for major events such as Open House 2017 and Open House 2018.

SKILLS/ADDITIONAL INFORMATION

• Programming Languages: Python, Java, JavaScript, HTML, CSS.

• Additional Skills: Sketch, Unity.

• Mobile Platforms: Android

• Adobe Illustrator, Premiere Pro, Basic Photoshop

• Strong interest in Music and plays the Electric Bass.

• Other areas of interest: Dabbled into blockchain technology and data visualization.