

## WORK EXPERIENCE

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### Coinbase – Software Engineer Intern

May 2024 - Present

- Doubled the redundancy for Single Euro Payment Area (SEPA) partner networks to increased reliability of payments across Europe.
- Built complex routing capabilities within payments gateway service leading to increased revenue via more robust routing strategies.
- Skills: Golang, gRPC, MongoDB

### TikTok – Backend Engineer Intern, Risk Prevention

Jan 2024 – Apr 2024

- Built and promoted a cross-team solution that aligns anonymized identifiers across teams to enable data joins and existing data pipelines to function in compliance with privacy laws.
- Built and maintained Change Data Capture (CDC) ETL pipelines to aggregate data into Hive and ClickHouse tables for BI/DA.
- Skills: Golang, gRPC, MySQL, Apache Thrift, Apache Hive, ClickHouse

### TikTok - Fullstack Engineer Intern, Web Infrastructure

Aug 2023 – Dec 2023

- Built a low-code solution for constructing and releasing JSON (DSL) configuration files to reduce the development time of features by over 50%.
- Developed a branching feature that enables merging configuration files to crucially mitigate race conditions and implemented a preview environment to prevent production errors.
- Skills: Typescript, Node.js, Nest.js, MongoDB, Webpack Module Federation, React.js

### Binance - Software Engineer Intern, Product

Dec 2022 - Apr 2023

- Built the entire onboarding flow at Binance Merchants to optimise the application flow and user experience resulting in a 66% quarter-over-quarter surge in merchant transaction volume.
- Designed and implemented the incremental adoption of a modern state manager (Zustand), leading to better performance and a potential reduction in state management bundle size of 90%.
- Skills: Typescript, React.js, Redux.js, Zustand

### National University of Singapore - Undergraduate Teaching Assistant

Jan 2023 - Apr 2023

- Taught Introduction to Object-Oriented Programming in Java.
- Managed and collaborated with other tutors to deliver weekly tutorials for a class of 20 students, fostering a collaborative and interactive learning environment.
- Achieved a top 10% teaching rating of 4.7 / 5.0 in the School of Computing, demonstrating exceptional instructional skills and mastery over the taught topic.

## EDUCATION

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### National University of Singapore

Aug 2021 - Apr 2025

### Bachelor of Engineering in Computer Engineering

- Relevant Coursework: Computer Engineering Principles and Practice(A), Object Oriented Programming in Java(A), Software Engineering (A-), Database Systems(A-)

## TECHNICAL SKILLS

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- Experienced Languages: C/C++, TypeScript/JavaScript, Java, Golang, SQL, HTML, CSS
- Frontend Technologies: React.js, Redux.js, Zustand, Next.js, Webpack, GraphQL
- Backend Technologies: PostgreSQL, MySQL, MongoDB, Apache Thrift, gRPC, Node.js, Express.js, Apache Hive, ClickHouse