

EDUCATION

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

- Experienced Languages: C/C++, TypeScript/JavaScript, Java, SQL, HTML/CSS
- Frameworks/Stacks: MERN, NextJS, GraphQL, PostgreSQL
- Tools: Jest

WORK EXPERIENCE

TikTok - Trust and Safety, Software Engineer Intern

May 2023 - Present

- Orchestrated design and execution of multiple crucial migrations, including adoption of a new package manager (pnpm) and web framework (ModernJS), resulting in overall system performance improvements and 100% compliance adherence in Q2.
- Mitigated technical debt strategically by incrementally refactoring crucial parts of codebase. Adopted best practices to create modern, performant, and reusable components, resulting in a significant enhancement in code quality and maintainability.
- Delivered informative presentations on complex technical topics, including React internals (renderer), bundlers, and modern state management, showcasing in-depth knowledge and expertise in these areas.

Binance - Payments, Software Engineer Intern

Dec 2022 - Apr 2023

- Authored comprehensive documentations for critical components of internal libraries, such as client HTTP library, utilized across more than 100 projects (monorepo) at Binance, enabling seamless collaboration and knowledge sharing.
- Spearheaded design and implementation of a comprehensive new onboarding flow for Binance Merchants, spanning a quarter-year duration. Collaborated closely with diverse stakeholders, facilitating productive discussions and negotiations to ensure alignment. Achieved remarkable results, with new onboarding flow driving a notable 66% quarter-over-quarter surge in merchant transaction volume.
- Proposed and implemented gradual adoption of a modern state manager (Zustand), leading to better performance and a potential reduction in state management bundle size of 90%.

National University of Singapore, Undergraduate Teaching Assistant

Jan 2023 - Apr 2023

- Taught a module titled 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 taught topic.

Bossjob.PH, Software Engineer Intern

May 2022 - Jul 2022

- Spearheaded development of Bossjob 2.0 platform (<http://bossjob.ph>), focusing on implementation of core features and improving client performance, resulting in a more delightful and performant user experience for a user base of over 2 million registered users, with continuous growth.
- Conducted research and experimentation to optimize client performance in regions with limited network connectivity, resulting significant improvements in all 3 Core Web Vitals metrics: Largest Contentful Paint (LCP), First Input Delay (FID), and Cumulative Layout Shift (CLS).
- Led proposal and implementation of development workflow enhancements, such as adoption of PR templates. Initiatives significantly enhanced code review quality and promoted effective collaboration among team members, resulting in streamlined development processes.

PROJECTS

Project Alex, Firmware Developer

Jan 2022 - May 2022

- Led a team of 3 other members as part of a module in NUS Computer Engineering titled "Engineering Principles and Practice II".
- Prototyped and constructed a search and rescue robot running on self-written libraries for serial communication, navigation and controls written in bare metal.
- Integrated with ROS to facilitate communications across a series of embedded microcontrollers such as Arduino Uno, RPi 3 and LIDAR.