

Yuan Bo Chen

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EDUCATION

NATIONAL UNIVERSITY OF SINGAPORE

BComp in Computer Science
University Scholars Programme

Expected May 2022

Major GPA: 4.5 / 5.0

RAFFLES INSTITUTION

Singapore-Cambridge GCE A Levels

Grad. Dec 2015

National Inter-School Judo Champion

GENERAL ASSEMBLY DATA SCIENCE COURSE

Grad. Oct 2017

Gained skills in Machine Learning Algorithms, Data Modeling, Pandas, Scikit-learn, Seaborn, XGBoost, Imbalancedlearn.

LINKS

Github://ybchen97

LinkedIn://yuan-bo

COURSEWORK

Programming Methodology I & II
Data Structures & Algorithms
Computer Organisation
Computer Networks
Software Engineering
Probability

SKILLS

PROGRAMMING

Languages:

Java • JavaScript • C++ • Python • Assembly • C • HTML • CSS • LaTeX

Tools & Frameworks:

JavaFX • SDL2 • Emscripten • Rails • React • Jekyll • Reveal-md

EXPERIENCE

INCOMING SOFTWARE ENGINEERING INTERN AT NINJAVAN

Starting May 2020

TEACHING ASSISTANT FOR PROGRAMMING METHODOLOGY I

Aug 2019 – Nov 2019 | National University of Singapore

- Teaching assistant for **CS1101S**, a introductory programming course that is based on **SICP**.
- Conducted **weekly tutorial sessions** that teach students in computational thinking and programming as an undergraduate computer science major.
- Prepared weekly lesson materials and additional practice questions focusing on fundamental concepts like abstraction, recursion, and data structures.
- Nominated by **5 out of 8** students for **Teaching Excellence Award**. Overall rating of **4.8/5** against departmental average of 4.2.

PROJECTS

INSURELYTICS

Aug 2019 - Nov 2019

- Built a cross-platform compatible desktop client management app for insurance agents in **Java**.
- Supports statistical analysis of insurance sales, undo/redo functions and autocompletion of user input.
- User experience geared towards typing with CLI-based command inputs.

ORBIBOY

May 2019 - Aug 2019 | NUS Orbital 2019

- Built a functional **GameBoy Emulator** that runs on all modern web browsers.
- Emulator is written completely in **C++**, using **SDL2** for graphics rendering, and then compiled into **WebAssembly** via **Emscripten** to be used together alongside **JavaScript APIs** on the webapp.

GROUPEKETCH

Jan 2019 | Hack&Roll 2019

- Android multiplayer drawing game developed using **Processing**, an open-source Java library designed for the visual arts community.
- Game that tests players' communication and memory skills
- Made in 24 hours during Hack&Roll 2019 hackathon.

SUMOBOT

Sep 2018 | National University of Singapore

- Designed and built an autonomous robot with Lego Mindstorms EV3 that pushes other robots out of a preset arena.
- Took part in a contest and achieved **top 8 out of 40** other participating teams.

VOUCHER PURCHASE PREDICTION

Oct 2017 | General Assembly, Singapore

- Predicting voucher purchases from online reservations made through a online restaurant reservation service.
- Cleaned and parsed raw data for data analysis.
- Used **logistic regression** and **XGBoost** models for prediction.