

# TSUI YI WERN

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## EDUCATION

**National University of Singapore**

**Aug 2022 - Present**

**Bachelor of Computing in Computer Science**

- Major in Computer Science with Minor in Statistics and Data Analytics.
- Expected Date of Graduation: May 2026.

## EXPERIENCE

**Software Engineering Intern, Rockship @ NUS Overseas College Vietnam**

**Jul 2024 - Dec 2024**

- Developed an intuitive and scalable frontend using Next.js, Ant Design, Mantine, Tailwind CSS, and Shopify Liquid, enhancing AI-powered features for seamless user experience.
- Engineered a robust backend for the boiReasy project, handling XML data conversion and implementing CRUD operations with FastAPI, while integrating APIs from the U.S. Treasury's Financial Crimes Enforcement Network (FinCEN) for compliance.
- Facilitated smooth communication and project management with U.S. clients through regular weekly meetings, aligning project goals and addressing feedback.

**UI/UX Designer & Frontend Developer @ NUS Information Technology**

**Apr 2024 - Present**

- Spearheaded the UI design for critical NUS platforms, including the Undergraduate Admission System (UAS2), Reviewer Portal, Forecast Engine, and NUS Giving Website, using Figma for wireframes and prototypes.
- Built and maintained a comprehensive UI component library for NUS UAS2 using Angular, ensuring consistency and scalability across the system.

## PROJECTS

**WinTech Wonderland 2023, NUS Women In Tech @ NUS Computing**

**Nov 2023 - Dec 2023**

- Collaborated in group of 4 to create Lifesync, a productivity app dedicated to organizing schedule, write diaries, track diet and expense tracker using React Native framework and CaloriesNinja API.
- Established the prototype, diet tracking feature and deployment for the mobile app.

**Eduflow**

**Nov 2023 - Dec 2023**

- Self-learned education app dedicated to providing students with easy access to online classes using React Native framework and GraphQL (Hygraph).

**TikTok Hackathon Challenge 2023**

**Aug 2023 - Sep 2023**

- Collaborated in group of 5 to create Swift Wallet, an e-wallet dedicated to reshaping payment using React Native framework.
- Established the UI/UX Design, top up and withdraw feature for the mobile app.

**Honorable Mention (Artemis Level), NUS Orbital 2023**

**May 2023 - Aug 2023**

- Collaborated in pair to create NUSShop, a multivendor marketplace dedicated to the sale of NUS-affiliated merchandise and second-hand goods using Django framework.
- Established the UI/UX Design, user profile, search and filter product and order feature, content personalization feature and NUSShop wallet for the website.
- Completed Artemis Level, the highest level of Orbital and received Honorable Mention Award.

## EXTRACURRICULAR ACTIVITIES

**Director of Publicity Department, NUS Malaysian Students' League (MSL), Singapore**

**Aug 2023 - Aug 2024**

- Directed the creation of social post and publicity campaigns for MSL.

**Executive of Marketing Department, NUS Fintech Society, Singapore****Aug 2023 - May 2024**

- Participated in the creation of social post and publicity materials for NUS Fintech Society.

**Executive of People Cell, NUS CommIT, Singapore****Aug 2023 - May 2024**

- Organized team bonding and recreational activities for NUS CommIT members.

**Director of Public Relations Department, 18<sup>th</sup> University Freshmen Orientation, NUS Malaysian Students' League (MSL), Singapore****Dec 2022 - Aug 2023**

- Directed the creation of Instagram post, QET Briefing, senior talk, and other PR materials, ensuring consistent event voice and messaging across all channels.

**Executive of Special Affairs Department, Sunway University Chinese Cultural Society, Selangor, Malaysia****Jun 2020 - Jun 2021**

- Established and designed club's official website, monitored website's performance using Google Analytics to boost website traffic.
- Established welfare projects to enhance club members participation experience and prospected 3 long term club sponsorship by crowdsourcing for sponsorship.
- Introduced application software such as OBS Studio and Microsoft Teams to enhance online events' flow during pandemic.

**SKILL SETS & PROFICIENCY**

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Office Productivity	Microsoft Word, PowerPoint, Excel, OneDrive, Outlook Google Docs, Slides, Sheets, Forms, Drive, Mail, Sites	Proficient Proficient
Multimedia	Canva Figma Video Editing (Microsoft Clipchamp / CapCut)	Proficient Proficient Intermediate
Web	HTML, CSS	Proficient
Database	PostgreSQL MySQL, SQLite Firebase	Proficient Intermediate Intermediate
Programming	Java Python JavaScript / TypeScript C	Proficient Proficient Proficient Intermediate
Version Control	Git	Proficient
Markdown	XML	Intermediate
Operating Systems	Linux Windows	Intermediate Intermediate
Hardware Design	Logisim Circuit Design	Basic

**OTHER INFORMATION**

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- Completed Programming for Everybody, Computational Neuroscience and Game Theory on Coursera.
- Fluent in English, Mandarin, and Malay (both spoken and written).