

Yap Yong Zhuo

Year 2 Computer Science Undergraduate | Available for Internship from May - Aug 2025
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EDUCATION

Bachelor of Computing in Computer Science (Honours)

Aug 2023 - Present

National University of Singapore (NUS)

- Undertaking a minor in Psychology and a focus area in Software Engineering
- Related Coursework: Software Engineering, Computer Organisation

WORK EXPERIENCE

ST Engineering

Feb 2023 - Jun 2023

Customer Service Executive

- Worked closely with a team of 6 to resolve customer disputes and answer any queries.
- Assisted the team leader and manager in solving difficult cases and provided suggestions.
- Tasked with scanning and managing customer's documents in the system.

PROJECTS

Minimart@MWH: Voucher-based item request and management platform | [Github Repo](#)

Jan 2025 - Jan 2025

Technologies: Next.JS, React.JS, JavaScript, TailwindCSS, Firebase, Vercel

- Developed and deployed a web application in **1 week** with a team of three, enabling residents of Muhammadiyah Welfare Home to request items using vouchers.
- Built and integrated the **user and admin interfaces** along with key features such as stock management.
- Created for [Hack 4 Good 2025](#) Hackathon.

MediBase3: Desktop app for Patient Contact Management | [Github Repo](#)

Sep 2024 - Nov 2024

Technologies: Java, JavaFX, CSS

- Developed a **JavaFX** app with 4 other peers as part of a school module while following the **SDLC process model**.
- Adopted the **MVC architecture** while following relevant **software design patterns**.
- Used **JUnit5** for **unit and integration testing** while adhering to test case design heuristics such as **Boundary Value Analysis (BVA)**.

BeanChillin: Forum Web-app for Discussions and Networking | [Github Repo](#)

May 2024 - Aug 2024

Technologies: Next.JS, React.JS, TypeScript, TailwindCSS, PostgreSQL, Prisma, Supabase, Vercel

- Designed and developed a university forum web-app, with 1 other peer. Implemented several features such as user authentication, Group and Post management functionality, Friend system, Chat system.
- Used **Jest** to execute **integration** and **unit testing** and implemented **CI/CD** pipeline on GitHub to automate testing.
- Adhered to relevant **software engineering principles** and **agile methodology** for the development of BeanChillin.
- Done as a summer project for [NUS Orbital Program](#), achieving **Artemis level (Top 4%)**.

MediEXP: 3D VR Simulator for Simulating Medical Procedures | [Github Repo](#)

Jun 2024 - Jun 2024

Technologies: Unity, C#

- Developed a 3D VR application in **1 week** using **Unity** and the **Mixed Reality Toolkit** with a team of 4 to allow users to simulate various medical procedures.
- Achieved **Honourable Mention (Top 5)** for [DSTA BrainHack XRPerience 2024](#) Hackathon.

SKILLS

Languages: TypeScript, JavaScript, Java, Python, C#, C, HTML, CSS, SQL

Frameworks/Tools: React.js, Next.js, Node.js, Express.js, PostgreSQL, Prisma, TailwindCSS, Firebase, Git, Unity, Figma