Zhi Yong ONG (James) Mobile: +65 9237 0082

Email: zhiyong.ong@u.nus.edu

Skype: facebook:zhiyong.ong

Github: https://github.com/zhiyong-ong/ Website: https://zhiyong-ong.github.io/



Personal Statement

As an undergraduate majoring in Computer Science in the School of Computing in National University of Singapore, creating innovative systems that can enhance the quality of life for people has always been my passion and aspiration. The idea that a software system can be written out with no additional tools other than your computer, which ultimately helps to improve the work process for people, has always fascinated me. My key interests lie in mobile development and artificial intelligence. With the exponential increase in usage for mobile phones, I believe that creating applications and systems that are based on mobile phones are extremely essential in reaching out to a global audience. Furthermore, by applying machine learning techniques, the user experience for such applications and systems can be greatly enhanced, ultimately benefitting both the users and businesses. Hence, I wish to develop software systems and mobile applications that are enhanced with artificial intelligence, with the ultimate goal of benefitting the mass public.

I believe that an internship will undoubtedly expose me to the industrial standard for the technical skills required for such software systems. Specifically, interning in a start-up, where new ideas are constantly being explored, will not only improve my technical skills, but it will also provide me with an opportunity to learn new skills and different ways of thinking to solve the problems in hand. Furthermore, I hope to work with and be inspired by the people currently in the industry, especially with regards to the industrial application of artificial intelligence.

In May 2016, I performed an internship stint with Ecquaria Technologies, based in Singapore. Throughout my internship, I experienced developing a software system for a client with constantly changing requirements. I had to learn various programming languages in a short period of time in order to assist the project team with the development of the system. While tough, I embraced the challenge as it was definitely exciting to develop a system that will benefit the client in the long run. On a technical aspect, a key takeaway from this internship would be the software engineering aspect of modelling diagrams to represent the idea of the system, along with clear and concise coding practices to facilitate easy reading of the code. On a non-technical aspect, this internship taught me the importance of effective communication in a team, especially so when individual modules are interlinked in the entire architecture of the system.

My current skillset leans very much towards software development and mobile development, with MenuSnap (an android mobile application) being testament to that. More information regarding MenuSnap can be viewed below under additional information or in the Play Store. Furthermore, I also possess knowledge and experience of applying machine learning theory and techniques as well as artificial intelligence algorithms.

Through my years of education and an internship, I have worked on numerous projects of various disciplines, allowing me to experience working with different groups of people. Through that, I have learnt to adapt well to the working styles of other people and work efficiently and effectively with them. Aside from that, I have also learnt to plan out the timeline of a project accordingly, giving sufficient time for each phase of the project, as well as allocating some buffer time to account for any unexpected issues cropping up. In addition, I believe that my optimistic personality and collaborative attitude has been and will continue to be helpful towards creating and maintaining a conducive working environment.

With my exceptional work ethics and diverse technical skills, I believe I would be a great asset to any organization I work for. I hope to make a positive impact towards my future colleagues and most importantly, make a positive difference in the world through the organization.

Education

Aug 2015 - Present

National University of Singapore
Bachelor of Computing (Honors) in Computer Science
(Course details in Appendix A)

National Junior College
Singapore-Cambridge General Certificate of Education Advanced
Level

Singapore

Work Experience May 2017 - Aug 2017 **Standard Chartered** Singapore (Upcoming) Software Engineer Intern – Financial Markets Flow Technology **Ecquaria Technologies Pte Ltd** May 2016 - July 2016 Singapore Software Engineer Intern Assisted in creating a new system to replace the current one in use by a government agency. Modified and tested existing data migration scripts for migrating data from the old system to the new one. Designed and implemented web pages for the system using the Struts 2 framework, along with JSP. Automated the creation of non-technical documents for the client using Visual Basic.

Scholastic Achievements/Extracurricular Activities

| Aug 2015 - Present | Scholarship Singapore Government Industry Scholarship | Singapore |
|-----------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------|
| Sep 2015 - March 2016 | National University of Singapore Innoventure Finals Finalist Competition summary: Tackled the problem statement by DHL, which was to solve their inventory management issues. Created an android mobile application that acts as an access point to the inventory system hosted in a cloud database. | Singapore |
| July 2011 - July 2012 | National Junior College Logistics Officer for the Outdoor Activities Club. Member of the Climbing Club. Participated in several national level bouldering competitions and won 3rd place for NTU Pumpfest 2015 as an individual. | Singapore |

Skill Sets & Proficiency

| Web | HTML, CSS, Bootstrap JSP technology PHP | Proficient Intermediate Basic |
|-------------|-----------------------------------------------|------------------------------------------|
| Database | MySQL DBMS Oracle SQL DBMS SQLite | Proficient Proficient Intermediate |
| Programming | Java Android Python | Proficient Proficient Intermediate |

Ruby Basic C Basic

Scripting JavaScript Intermediate

Markup XML Basic

Server Management &

Network

Server Setup/Maintenance Basic Wireless Networking Basic

Operating Systems Linux Basic

Windows 7, 8, 8.1 Basic

Multimedia Adobe Photoshop CS6 Intermediate

Adobe Illustrator CS6 Intermediate

Proficient Intermediate

Office Productivity Microsoft Word, PowerPoint

Microsoft Excel

Project Management Proficient

Teamwork and Collaboration Proficient Communication Proficient

Language Proficiency

Non-technical Skills

Spoken English – fluent; Mandarin – fluent **Written** English – fluent; Mandarin – average

Additional Information (Projects)

MenuSnap

Android Mobile Application

Created an android mobile application for the public to use in a food establishment, with the objective of providing more information regarding the menu item on the food establishment's menu, in the user's preferred language.

Requires the user to take a picture of the menu and the application will use Optical Character Recognition (OCR) to "scan" the picture. This renders the individual menu items on the menu to be searchable on the mobile application. Relevant images and descriptions of the menu item will be shown to the user after searching for the particular menu item.

Facial Recognition

Module Project

Created a facial recognition model in Python that 'learns' the faces of people through the online dataset Labeled Faces in the Wild.

Subsequently, when given a new picture of a person in the dataset, the model can recognize him/her, i.e. by putting a label to the person's face.

Tested various Machine Learning techniques such as Support Vector Machines, Neural Network, Decision Trees, while using 10-fold Cross Validation to check the accuracy rate.

iFridge

Hack & Roll Hackathon

Created a multi-item detection system of items in the fridge. The list of items detected is sent over to a mobile phone application, allowing the user to know what is inside their fridge at any point of time. The application will then suggest possible recipes given the current ingredients in the fridge.

Uses a Convolutional Neural Network that is trained on images of groceries. The dataset was collected and amplified manually through cropping and rotating the photos taken of the groceries in the fridge.

Degree: Bachelor of Computing (Honours) in Computer Science

| Area of Study | Course Description |
|-------------------------|----------------------------------------------------------------|
| Computer Science | Programming Methodology |
| | Data Structures and Algorithms Accelerated |
| | Design and Analysis of Algorithms |
| | Software Engineering# |
| | Computer Organization |
| | Operating Systems |
| | Database Systems |
| | Computer Organization |
| Artificial Intelligence | Introduction to Artificial Intelligence |
| Artificial intelligence | Machine Learning |
| | Calculus for Computing |
| Mathematics | Discrete Structures |
| Mathematics | Linear Algebra |
| | Probability and Statistics |
| Science | General Biology |
| | Public Persona and Self-Presentations |
| General Education | "What's in a Word" Meaning Across Cultures |
| | Junior Seminar: Disasters |
| General Education | Senior Seminar: Negotiating in a Complex World |
| | Biomedicine and Singapore Society |
| | Roots and Wings – Personal and Interpersonal Effectiveness 1.0 |

The **Software Engineering Project** focuses on designing and implementing a task management tool, Taskle, as named by our team. Taskle allows the user to add various tasks and events into the application, while keeping track of them. Alongside the tasks and events, reminders can also be added. Taskle was designed with the objective to ease the burden off the users for remembering tasks to do and events to attend. It was designed and built with a command line interface in accordance with SOLID principles. It utilized JavaFX, Google Eventbus library and XML serialization for storage.

NUS Grading Scale:

A+ & A (5.0); A- (4.5); B+ (4.0); B (3.5); B- (3.0); C+ (2.5); C (2.0); D+ (1.5); D (1.0); F (0)

S = Satisfactory; U = Unsatisfactory; CS = Completed Satisfactorily; CU = Completed Unsatisfactorily

EXE = Exempted; IC = Incomplete; IP = In Progress; W = Withdrawn