

Project Proposal: SportZ

Team Sportz

Lin Zixing, U2021976K (Project Manager/Release Manager)
Fabian Wong, U2021617L (Lead Developer/Release Manager)
Chia Songcheng, U2021738F (Front-end Developer)
Lim Sheng Zhe, U1922742H (Back-end Developer)
Chew Poshi, U2022913H (Back-end Developer)
Chee Zi Hoe, U2023270C (QA Manager)
Hermes Lim HongJun, U2022436C (QA Engineer)
Team SSP2 Group 4
Nanyang Technological University, Singapore

Submitted to Sports Singapore
Dr Elmie Nekmat
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1 Executive Summary

In recent years, Covid-19 has taught us the importance of valuing one's health and the importance of leading a healthy lifestyle. With the safety-measurement restrictions put in place for the safety of others, it has resulted in the decline of the playing of sports. As the pandemic situation stabilizes within Singapore, measures are slowly lifting, allowing for larger groups to gather. As such, our team aims to develop a Game Development Project as part of the ActiveSG movement to promote healthy living through sports.

Our team's objective is to develop a 2D Endless Runner game, SportZ, incorporating a variety of sports to garner interest in teenagers and young adults to participate in sporting activities. Through the playing of SportZ, teenagers and young adults will be intrigued about playing sports in real life and would be thus motivated to try out new sports.

The project comprises a single game software, primarily developed using the game engine editor Unity3D, with Figma for UI and mockup designs. Testing will be done continuously and in different stages. A prototype will be first developed to test the basic components of an Endless Runner game. The second stage will be to implement other mechanics such as player ability, enemies, obstacles, collectables and player upgrades. Assets will also be developed in this stage, such as art, animation and sound. The final stage will be to incorporate all components to ensure the game is playable from start to finish.

The game will be designed to be expandable, such that updates, and more content could be rolled out allowing further replay ability and unique experiences in each playthrough.

2 Statement of Problem

Sports play an important role in an individual's life as it provides a means for individuals to relieve stress. However, due to the recent covid-19 global pandemic, it is harder for sports to take place which led to more people resorting to home workouts to keep their body in shape.

Despite the nation's effort in trying to promote sports through sporting campaigns such as 'GetActive! Singapore' and 'Let's Get Moving Singapore', it seems rather futile. This is due to the volatility of the current covid-19 situation, where imposed restrictions change regularly. On top of that, sports are played in groups and in proximity, coupled with the earlier mentioned reason, this decreases the likelihood of individuals playing sports.

With this in view, our team aims to promote sports through a game in hope to encourage individuals to indulge in the different sports in Singapore. Inducing a sporting culture is even more vital in today's world as it enhances our immunity, strengthens our body, rebuild our social connections and improves our mental health. Current campaigning efforts made by the government are ineffective and we believe that through a game, it provides more insights as well as entertainment value to different groups of users.

There is a need for a digital platform that encourages users to try out new sports. Our game, SportZ strives to fulfill such a need by allowing users to interact with various sports and its elements throughout the course of the game in a slightly exaggerated but engaging manner. The game's graphics and mechanics will encourage individuals to make an effort to try out new sports.

Team SportZ is composed of 7 capable individuals with ample software development experience and are able to build easy, maintainable and user-friendly applications in an agile manner. The issue that we are addressing is one that the team believes in and hence see the need for a change to be made, making Team SportZ the perfect team to tackle this problem.

3 Objectives

This document proposes a detailed and engaging 2D endless runner game: SportZ developed for the windows platform to tackle the problem as mentioned above.

The target audience will mainly be people who are interested in playing games. SportZ aims to encourage such individuals to indulge in a sporting culture. SportZ will require users to operate the game via a laptop/desktop with windows software installed.

The objectives of SportZ are listed as follows:

- (1) **The game must include multiple sports** - With a variety of sports included, this allows users to be exposed to a different number of sports. This will garner interest amongst users in the different sporting elements that they interact with.
- (2) **The player must be able to perform actions to interact with the game environment** - These actions allow the users to have a smooth and enjoyable gameplay experience through interacting with the various game elements.
- (3) **Platforms appear at random intervals and positions for players to jump on** - This provides a changing element that provides a higher engaging factor for users to have a more enjoyable experience playing the game.
- (4) **Platforms must be reachable by the player** - This is to ensure that the users do not have issues during their gameplay that would hinder their progress in the game.
- (5) **Having in-game boosts and power ups** - This is to allow users to have different types of temporal abilities or benefits which allows them to reach a higher high score.
- (6) **A health bar is lost upon contact with enemies or different environmental objects meant to hinder the player** - Users will have a health bar which is a measurement of the avatar's hit points. Complete depletion of the health bar would result in the ending of the game. This provides replay ability for users to beat the high score.

4 Technical Approach

4.1 Plan of Action

The action that will be taken for this project will be separated into the following 4 main phases:

Phase 1: Requirements Elicitation, Analysis and Designing

This phase includes understanding the team's strengths and identifying the customer needs. From here, we design a game that can properly utilize the strengths of each member and come up with various components and game mechanics that would match the customer's needs. The team is separated into the programming team and the design team.

We also identify the various software to use for each component of the game and let the team members familiarize with the software prior to actual development. Additional documents are also created to ensure ideas are properly conveyed, and to enforce the consistency in creative approaches.

Phase 2: Development

In this phase, the fundamental design has been completed. The programming team will start to work on various mechanics laid out by the design team, which is made clearer with reference to a product backlog. The backlog consists of atomic tasks that can be undertaken by each team member to track progress for the project. Testing will be done continuously by the developers themselves, and at each point where a working version of the game is available.

Phase 3: Testing

The main bulk of development is to be completed by this point. Testing to be done to ensure the game is refined and bug-free. The QA team will enforce standards and communicate closely with the development team.

Phase 4: Maintenance

For the maintenance phase, patches to the game will be regularly rolled out to fix any further issues post release.

The team also expects to work on expansions and additional content for the game to be released on a regular basis.

4.2 Customer Needs

Living in the age of the internet, many people have access to desktop and laptops. Playing games on desktop and laptops have become a norm for many as a way of relieving stress as well as to pass time and hence we strongly believe that bringing this game to the market will be a game changer. With the combination of sporting elements as well as the interactiveness of our gameplay, we aim to target audiences from age 12-26 to promote sports among the youths in Singapore.

4.3 Target Specifications

Having at least 2 types of sports in our game allows youths to explore the different types of sports available to them. For some, it may be a sport that they have not heard of and hence introduces them to new sports.

By enabling players to perform “jump” and “attack” actions as well as having random platforms spawning in the game adds complexity to the game which makes a game more interesting to play. These two actions are essentially the core mechanics of the game. This will make the game more appealing to the youths.

Having power ups and reachable platforms adds variety to the game and at the same time makes the game more playable.

Lastly, the obstacles in the games are all sports related obstacles and thus this will allow players to learn more about the sport when they are engaged in the game.

4.4 Technology Consideration

Table 1: Technologies used for SportZ.

Phases	Objective	Technology Used
Phase 1	Identifying Customer Needs	N.A
	Preliminary Design	Figma, Google Docs, Microsoft Office
	Software Familiarization	Unity3D, Piskelapp, GitHub
Phase 2	Development (Programming)	Unity3D: C#
	Development (Design and Prototype)	Google Docs, Microsoft Office, Unity3D: C#
	Development (UI)	Figma, Unity3D: C#
	Art, Animation and Sound	PiskelApp, Royalty Free Sites
Phase 3	Testing	Unity3D: C#, Microsoft Office
Phase 4	Maintenance and Updates	As per phase 1,2 and 3 where applicable

4.5 System Architecture/Platform

Table 2: Platform and tools SportZ

Platforms/Tools	Description
Unity3D	Unity3D is used as our game engine for the creation of our game, SportZ
Figma	Figma is used to create the UI prototypes for our game.
Piskelapp and Royalty Free Assets	Piskelapp and Royal Free Assets is used for Art Assets
Royalty Free Music	Royalty Free Music is used for the sourcing of background music incorporated into the game.
Windows 10 OS	Windows 10 OS is the game platform which allows users to download our game and play.
Github	Github is used to host our code for version control and collaboration.

4.6 System Architecture Diagram

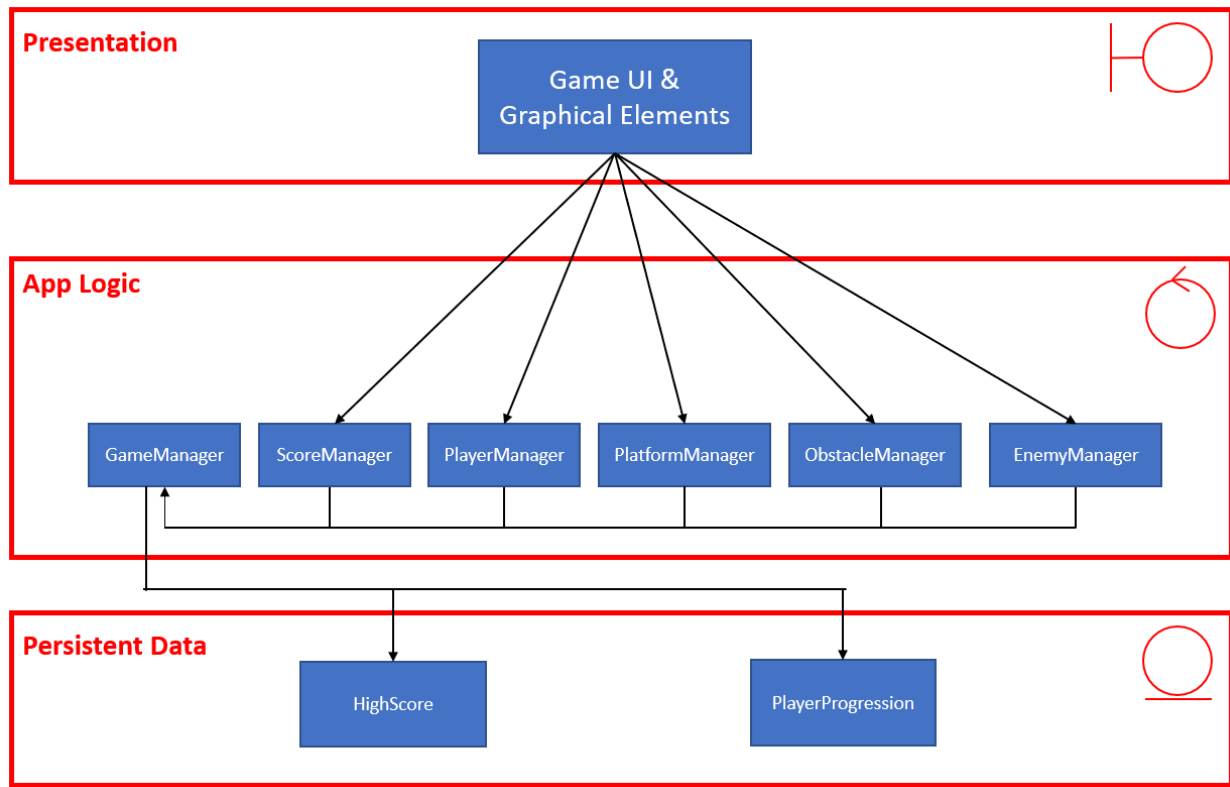


Fig 1: System Architecture Diagram.

5 Project Management

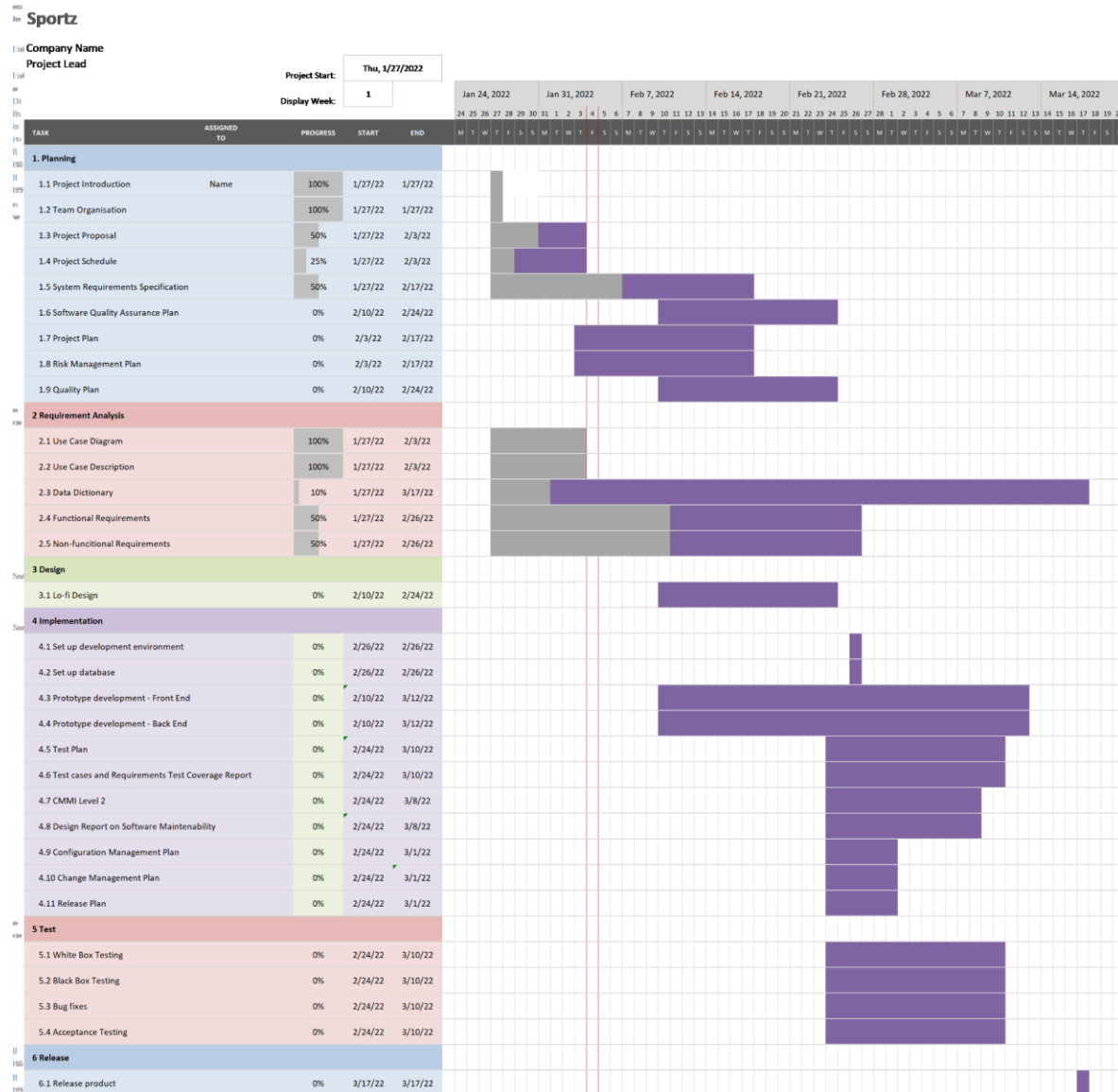


Fig 2: Gantt Chart for the project.

The Gantt chart above is used to plan and schedule while developing the game. Each task is organized into 6 sections mainly the Planning, Requirement Analysis, Design, Implementation, Test and Release. With the Gantt chart, we can gauge the progress of the team and have a rough idea of how long each task will be completed. The person that oversees the task will also be known, hence the flow of the project is better managed, and measures can be taken in the event where something unexpected happens and extra help is needed.

6 Deliverables

Deliverable Item	Estimated Completion Date	Final Deadline for Submission to Stakeholder
Project Proposal	8 th Feb 2022	10 th Feb 2022 (lab 2)
Use Case Diagram and User Case Description	8 th Feb 2022	10 th Feb 2022
Initial Software Requirement Specification	22 nd Feb 2022	24 th Feb 2022 (lab 3)
Quality Management Plan	22 nd Feb 2022	24 th Feb 2022
Software Model Prototype	1 st March 2022	17 th March 2022 (lab 4)
Project Plan	1 st March 2022	17 th March 2022
Risk Management	1 st March 2022	17 th March 2022
Design Report	21 st March 2022	31 st March 2022 (lab 5)
Configuration Management Plan	21 st March 2022	31 st March 2022
Change Management Plan	21 st March 2022	31 st March 2022
Release Plan	21 st March 2022	31 st March 2022
Test Plan and Documentation	4 th April 2022	14 th April 2022 (2 Weeks after lab 5)

7 Budget

The total estimated budget for the whole project is expected not to exceed \$94,000 Singapore dollars. The fund will be used to carry out the development of the game across the 3 months which includes the planning stage all the way to the deployment stage.

The table below shows the breakdown of the requested items and funds per unit cost and total cost.

Table 3: Requested items and funds for initial design.

Item	Supplier	Quantity	Unit Price	Total
Project manager		1	\$20,000.00	\$20,000.00
Project team members		6	\$9000.00	\$54,000.00
Computers (Programmer)	Aftershock	4	\$2000.00	\$8,000.00
Computers (Designer)	Aftershock	3	\$1500.00	\$4,500.00
Printer	HP	1	\$3,000.00	\$3,000.00
Office rental	NTU	1	\$3,000.00	\$3,000.00
Transportation	Taxi	1	\$1,000.00	\$1,000.00
			TOTAL	\$93,500.00

8 Communication and Coordination with Sponsor

For effective and efficient communications with the sponsors of this project, we propose to have fortnightly meetings to provide consistent updates on our progress in developing our game. The meetings will be held physically in NTU; feedback given to us will be taken into account and further revisions will be made accordingly for further review. In addition to that, updates will also be available on MediaWiki.

9 Team Qualifications

Role	Name	Experience
Project Manager/Release Manager	Lin Zixing	Zixing has great experience leading projects across different fields. He has directed diverse teams, managed different stakeholders and upheld project delivery. Being an experienced game developer, he is the ideal project manager for SportZ
Lead Developer/Release Manager	Fabian Wong	Fabian has great experience in teams in game design and game development. Having developed different games, he is an experienced and knowledgeable game developer.
Front-end Developer	Chia Songcheng	Songcheng has great experience in front-end development having great technical and design skills, making him a competent front-end developer.
Back-end Developer	Lim Sheng Zhe	Sheng Zhe has a strong background in working with databases as demonstrated by his projects, making him a suitable back-end developer.
Back-end Developer	Chew Poshi	Poshi has a strong grasp working with databases and this will make him a competent back-end developer.
QA Manager	Chee Zi Hoe	Zi Hoe has experience in QA processes where he tested our many applications and checked to ensure that the

		product was up to standard.
QA Engineer	Hermes Lim HongJun	Hermes has experience in testing performance and functionalities of software via black-box and white-box methodologies

References

- Board Members of SportsSG: [SportSG | Our Board Members](https://sportsingapore.gov.sg/sportsg/our-board-members)
 [\(sportsingapore.gov.sg\)](https://sportsingapore.gov.sg)
- Game Developer career information and salaries 2021: [How to Become a Game Developer in 2021 | Career \(careerkarma.com\)](https://careerkarma.com/game-developer-career/)

Appendix A: Resumes

Project Manager/Release Manager: Lin Zixing

Zixing LIN | Mobile No.: 9069 1707 | Email: zixinglin_07@gmail.com

EDUCATION

Temasek Polytechnic, Singapore Apr 2015 – Mar 2018

Diploma in Game Design and Development

- Director's List for Semester 1, Academic Year 2015/2016
- Attained Diploma Plus for Psychology Fundamentals
- Obtained a CGPA of 3.81/4.00

Nanyang Technological University, Singapore Aug 2020 – May 2024

Bachelor of Engineering (Computer Science)

- Expected Honours (Distinction), Current CGPA: 4.61/5.00

INTERNSHIP AND ACADEMIC PROJECT

Hitachi Asia Ltd. / Temasek Polytechnic, Singapore Jun 2017 – Jan 2018

Final Year Project – Aerial Surveillance System

- Participated in the development of the Aerial Surveillance System with Object Detection project as part of Hitachi's Research and Development team
- Developed the Web Application interface to interface with the surveillance system
- Trained Object Detection algorithms for humans and vehicles

SKILLS

Languages: Proficient in English, Chinese Mandarin, Chinese Teo Chew

Software: Microsoft Office, Unity3D, Android Studio

Digital Skills: Web Development, Android Application Development, Game Design and Development, Basic Machine Learning

Programming Languages: C, C++, C#, Java, Python, JavaScript, HTML/CSS

HOBBIES & INTERESTS

Travelling, Playing musical instruments (Violin, Guitar), Sports (Badminton)

Lead Developer/Release Manager: Fabian Wong

Wong Jing Lin Fabian | Mobile No.: 8725 6323 | Email: fabianwongjinglin@gmail.com

SUMMARY

Creative and artistic individual that takes pride in contributing to innovative ideas. Together with experience in Game Modelling, Design and Programming, allowing the capacity to make and run games. One's strong sense of responsibility, enables one to perform to the best of one's ability and overcome challenges. One thoughtful nature also allows one to work cohesively as a team, listening to their advice and strengthening bonds with them.

EDUCATION

Nanyang Technological University, Singapore (2020 – CURRENT)

Bachelor of Engineering (Computer Science)

- Expected Honours (Merit)

Temasek Polytechnic

(2015 – 2018)

Diploma in Game Design and Development (GDD)

- Curriculum Highlights (Achieved A and/or Distinction in the following modules): Game Development, Game Design, Game Modelling, Game Math and Physics, Object-Oriented Programming, Data Structures and Algorithms, Graphics Programming

ACADEMIC PROJECT

Temasek Polytechnic

- Designed a 2D Platformer game using Unity for an individual assignment in module Game Development, and was awarded a Distinction
- Constructed C# and C++ Scripts using Visual Studio 2015 for an individual assignment in Object-Oriented Programming, Data Structure and Algorithms, and scored an A grade

INTERNSHIP EXPERIENCE

SKY Optimum Technology (SKYOPT)

- Produced an advertisement and game, modular displaying software for CLARINS together with a senior employee
- Participated in early development of NDP Jalan! Augmented Reality (AR) Application

ACHIEVEMENTS

Non-Academic Related Experience

- Developed a 2D Endless Falling/ Shoot 'Em Up Game in a 2016 Game Jam held by course, Game Design and Development (GDD), within a limited time of 72 hours and achieved the "Wackiest Game" Award
- Participated in the 2017 Global Game Jam held at Republic Polytechnic, with a team, and developed a platformer game within a limited time of 72 hours

Achievements

- Created at least 90 models from April 2016 to October 2016, using the modelling software Blender and Maya 2014 for a game Unturned, with great recognition from game community with over 100,000 downloads and over 400 followers (As of February 2022: more than 800 followers and over 200 models)
- Started project to develop a game. Game aspects such as game design and story, 3D modelling, sound design, game logic and programming, User Interface (UI) design etc. are single-handedly innovated by one.

CO-CURRICULAR ACTIVITIES

East Spring Secondary School, Audio Visual Aid (AVA) Club

Student Executive Committee (2013-2014), Member (2011 – 2014)

- Demonstrated leadership capabilities through patiently coaching of junior members
- Provided audio-visual technical support during various school events such as the School Anniversary Celebration, Total Defence Day School Record Challenge, National Day Concerts, and weekly assembly programmes

SKILLS

Languages: Proficient in English and Chinese

Digital Skills: C#, C++, Python, C, Unity, Maya, Blender, Photoshop CS2, Gimp

HOBBIES & INTERESTS

Developing and playing games, creating original content such as art and 3D models, drawing, singing, exercising

Front-end Developer: Chia Songcheng

Chia Songcheng | Mobile No.: 96508857 | Email: CHIA0425@e.ntu.edu.sg

EDUCATION

Singapore Polytechnic, Singapore Apr 2015 – Mar 2018
Diploma in Computer Engineering
• Obtained a CGPA of 3.79/4.00

Nanyang Technological University, Singapore Aug 2020 – May 2024
Bachelor of Engineering (Computer Science)

INTERNSHIP AND ACADEMIC PROJECT

Leytron Technology PTE LTD, Singapore Sept 2016 – Oct 2016
• Experience in power station cabling and single line drawings
Singapore Polytechnic Robotics Jun 2017 – Jan 2018
• Participated in development of SICK Bin picking robot as part of SICK research and development team
• Designed and trained robot to pick specific parts with 3D SICK sensor
• Design Frame for robot to operate

CO-CURRICULAR ACTIVITIES

Hall 5 Badminton Club – Captain Aug 2021 - Present
• Organise training sessions for newer players, providing hall residences opportunities to participate
• [Plan Inter-hall](#) games with other halls

SKILLS

Languages: Proficient in English, Chinese Mandarin
Software: Microsoft [Office](#), Firewall configuration, Network design, AutoCAD
Digital Skills: Web Development
Programming Languages: [C, C++](#), Java, Python, JavaScript, HTML/CSS

HOBBIES & INTERESTS

Sports (Badminton)

Back-end Developer: Lim Sheng Zhe

Lim Sheng Zhe

Mobile Phone: (+65) 8248 0278 / Email: lms0274@e.ntu.edu.sg

EDUCATION

Nanyang Technological University

Aug 2019 - **Jun 2022** (Expected)

- **Bachelor of Engineering (Computer Science)**

Singapore Polytechnic

Apr 2016 - Mar 2019

- **Diploma (Merit)** in Electrical and Electronic Engineering; CGPA: 3.95 / 4.00
- **Director's Honours Roll (2018 / 2019)**
- Specialization: Computer and Communication

ACADEMIC PROJECTS

Nanyang Technological University

Module: CZ3003 – Software systems analysis & Design

Aug 2020 - Dec 2020

Title: Trackee (Team of 8)

- Developed a cross-platform product aims to help business owners to track and manage the physical locations of multiple contractors or delivery personnel at once
- Involved in Frontend development of web application using REACT
- Drawn various UML diagram and Software Architecture diagram

Module: CZ1015 - Introduction to Data Science and Artificial Intelligence

Feb 2020 - Apr 2020

Title: Jokes Recommendation System (Team of 4)

- Developed a system to recommend jokes to users with given dataset of user rating of 100 jokes from 73421 users using Python
- Applied Machine learning algorithm (Item to item collaborative filtering) on user rating in project

Singapore Polytechnic

Final Year Project: Real Timing of Integrated Smart Green Technology (Team of 3) Jun 2018 – Mar 2019

- Developed a smart monitoring system to capture real-time changes of electric energy consumption in different circuit and send data to Amazon Web Service (AWS) cloud
- Installed and implemented smart monitoring system in Singapore Polytechnic Graduates' Guild (SPGG) in real-time
- Achieved proactive maintenance by easy access to product failure and detect abnormal behaviour and potentially reduce power consumption
- Devised monitoring system and purchased components including assembly of part such as Energy meter, Arduino Mega microcontroller, WIFI module to obtain a working product
- Programmed in Java and build an Android application to display electricity reading data retrieved from AWS.

Module: ET0525 Mobile Applications Development

Feb 2020 - Apr 2020

Project: Random Task (Individual)

- Developed a fun personal task manager Android application using Java to help user organise and manage daily task
- Implemented various technical aspects such as Accelerometer, JSON Parsing, Text-to-Speech, List view, local SQLite.

Module: ET0721- Client-Server Applications Development

Feb 2020 - Apr 2020

Project: Restaurant Rating Website (Team of 2)

- Developed a website to help user to search and review on different restaurant in SG
- Designed layout of website using Bootstrap library toolkit, HTML, CSS and JavaScript
- Programmed in php and SQL to retrieve and store restaurant detail in local database

Back-end Developer: Chew Poshi



C Ps

Professional Title

Passionate in everything related to IT

✉ chewposhi@gmail.com

📞 87766287

📍 Singapore

UEducation

Diploma in Engineering with business

Singapore Polytechnic

04/2015 - 04/2018

Bachelor of Engineering (Computer Science)

Nanyang Technological University

08/2020 - Present

WORK EXPERIENCE

Pre-Order Section Manager

Airfrov(Internship)

04/2018 - 04/2019

Achievements/Tasks

- Intern of the year

COMPUTER LANGUAGE

C

Java

Python

C++

Java Script

LANGUAGES

Chinese

Native or Bilingual Proficiency

English

Native or Bilingual Proficiency

INTERESTS

Basketball

Cooking

Movie

Hiking

Swimming

QA Manager: Chee Zi Hoe

Chee Zi Hoe | Mobile No.: 8498 4675 | Email: cheezihoe@gmail.com

EDUCATION

Nanyang Technological University, Singapore Bachelor of Engineering (Computer Science)	Aug 2020 – Current
Nanyang Technological University, Singapore Bachelor of Engineering (Computer Science)	Aug 2020 – May 2024
• Expected Honours (Distinction), Current CGPA: 4.17/5	

ACADEMIC PROJECT

TreeSG – Creator	Sep 2021 – Nov 2021
• Built an android application using Android Studios in Java to increase awareness of trees in Singapore.	
• Application UI mock-up was done up using Figma. Utilised Firebase's Realtime Database to store Users' Information, Posts' Information.	

INTERNSHIP EXPERIENCE

Aptive8 IT Solutions Business Development, Intern	Jan 2020 – Jun 2020
• In charge of lead generation in Singapore and Malaysia.	
• Improve efficiency for the model that the company uses for lead generation.	
• Organised events involving smart buildings.	

WORK EXPERIENCE

CO-CURRICULAR ACTIVITIES

Interact Club Executive Committee member	Aug 2017 – July 2018
• Led a VIA Project to the Moral Home for the Aged Sick to celebrate CNY with the elderly	
• Led the planning of, and fund raising for, this Project in collaboration with other student leaders	
Freshmen Orientation Camp Programmes Committee Member	Feb 2020 – Aug 2020
• Planned games and camp activities for 200 freshmen to encourage interaction and bonding	
• Trained 30 camp volunteers on facilitation skills during a half day workshop to enhance ability to carry out camp activities safely	

SKILLS

Languages: Proficient in English and Chinese
Digital Skills: MATLAB, C, Excel Visual Basic, Photoshop, Microsoft Office/Excel/Words, basic HTML, Python

HOBBIES & INTERESTS

Fitness, playing guitar and keyboard

QA Engineer: Hermes Lim Hong Jun

Hermes Lim Hong Jun | Mobile No.: +65 9190 1909 | Email:
hermeslimhongjun@gmail.com | Availability: 9th May 2021 – 22nd July 2021

EDUCATION

Nanyang Technological University, Singapore Aug 2020 - May 2024
Bachelor of Engineering (Computer Science)

- Expected Honours (Distinction)
- CGPA: 4.21/5

PROJECTS

NTU Mock Website Dec 2021 – Dec 2021

- Utilised HTML, CSS, Bootstrap 5 and JavaScript to develop a mock school website to showcase relevant information about NTU.

TreeSG – Creator Sep 2021 – Nov 2021

- Built an android application using Android Studios in Java to increase awareness of trees in Singapore.
- Application UI mock-up was done up using Figma. Utilised Firebase's Realtime Database to store Users' Information, Posts' Information.

Data Analysis on Brazilian E-commerce company (Olist) Feb 2021 – Apr 2021

- Formulated problem and conducted exploratory analysis using python language.
- Conducted analytic visualisation using Seaborn and Pandas library. RFM segmentation and K-Mean Clustering were used for statistical inference.

WORK EXPERIENCE

Nespresso Dec 2019 – present
Coffee Ambassador

- Enhanced customers' experience when seeking for assistance, resulting in an increase in sales.
- Identified key requirements of customers' and presented most suitable products to meet needs of customers.
- Accounted for stocks to ensure quantity of stocks can be tallied easily.

CO-CURRICULAR ACTIVITIES

Junior Common Room Committee – Honorary General Secretary Sep 2021 – Present

- Organised and oversaw the conducting of events for 100-150 hall residents, establishing better cohesion among hall residents.
- In-charge of taking minutes for weekly meetings and ensure meeting agenda is met.

Junior Common Room Committee – Sports Director Sep 2020 – Sep 2021

- Managed 21 different sport teams, providing hall residents opportunities to participate and pick-up new sports.
- Allocated funds for 21 different sports, ensured equipment used by sports players are of good quality.
- Assisted other members in event management for 50-100 hall residents, demonstrating good teamwork.

SKILLS

- Languages: Proficient in English and Chinese
- Digital Skills: HTML, CSS, JavaScript, Python, C, Java, Microsoft office
- AWS Cloud Practitioner Certified