

EDUCATION

Nanyang Technological University, Singapore Aug 2023 - Aug 2027
Bachelor of Engineering in Computer Engineering, 4.62/5

- Expected Honours (Highest Distinction)

Nanyang Technological University, Singapore Aug 2023 - Aug 2027
Bachelor of Social Sciences in Economics (Second Degree), 4.70/5

- Expected Honours (Highest Distinction)

Raffles Institution, Singapore Jan 2019 - Nov 2020
Singapore-Cambridge GCE Advanced Level, 87.5/90

- Subjects: H2 Physics, H2 Chemistry, H2 Mathematics, H2 Economics, H1 General Paper, H1 Project Work

PROJECTS

Full Stack Social Gallery App | Django REST Framework, React JS, Azure Cloud Mar 2025 - Mar 2025

- Designed a RESTful API with DRF and React SPA frontend
- Developed and deployed a full stack social website with token-based authentication and PostgreSQL DB
- Incorporated automatic thumbnail generation and image compression, reducing load times by up to 40%
- Deployed using Azure App Service and Static Web App, using Azure Blob Storage for media hosting
- Automated deployments with GitHub CI/CD

Hospital Management System | Java, Maven Oct 2024 - Nov 2024

- Developed secure and scalable hospital management system, applying principles of object-oriented programming
- Implemented unit testing with JUnit and Mockito, ensuring high code reliability and proper test coverage
- Integrated Git Version Control and GitHub Actions to automate documentation deployment, improving maintainability
- Utilized Maven for its automated build process and dependency management system, streamlining workflow

Nanyang Technological University, Singapore Feb 2024 - May 2024
Analysing Anime Trends for an Upcoming Studio | pandas, scikit-learn, seaborn, matplotlib

- Collaborated in a team of 3, utilizing various data science libraries, while managing version control with Git
- Applied data cleaning and formatting to ensure datasets were accurate, consistent, and ready for analysis
- Utilized diverse data analysis techniques, including regression and classification models, to extract actionable insights

Nanyang Technological University, Singapore Feb 2024 - May 2024
Texas Instruments MSP432P401R (ARM Cortex-M4F) Line Following Robot

- Designed real-time embedded system in C and Assembly (ASM), integrating sensors, GPIO, interrupts, and timers
- Implemented sensor filtering algorithms to enhance signal accuracy and improve line detection.

Global Game Jam Programmer Jan 2024 - Jan 2024

- Collaborated with team of programmers and artists to finish a game in 48 hours
- Utilized Unity & C# to write a multiplayer game, utilising clean architecture guidelines

RELEVANT COURSEWORK

- Data Structures & Algorithms, Data Science & AI, Microprocessor Development, Operating Systems, Networking

CO-CURRICULAR ACTIVITIES

Marvel Game Development Club | Technical Committee Sep 2024 – Present

- Facilitated in workshops for over 20 undergraduates teaching the basics of Unity and C# programming
- Explained key architecture concepts and helped with debugging in 3+ hours long workshop

Chess Club | Team Captain Jan 2018 - Dec 2018

- Led team of 5 representing school to win 1st prize in National Inter-school Competition

SKILLS

- Languages: Proficient in English & Chinese
- Digital Skills: Familiarity with Linux & Bash Scripts, Git, C/C++, Java, C#, Python, JavaScript

AWARDS AND ACHIEVEMENTS

- Recipient of the Hermes-Epitek Innovation Undergraduate Scholarship (2025)

HOBBIES & INTERESTS

- Playing the Piano & Pipa, Sketching, Painting, Going to the Gym, Developing/Playing Games