

CHEONG YEE MING

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EDUCATION

National University of Singapore (NUS)

August 2020 – Present

Bachelor of Computing Honors (Computer Science Major)

- Certificate of Distinction in [Software Engineering Focus Area](#)
- Certificate of Merit in [Database Focus Area](#) and [Artificial Intelligence Focus Area](#)

PROFESSIONAL EXPERIENCE

Source Academy

Singapore

Software Engineer Intern

June 2023 – Present

- Pioneered the Team Assessments module using React, Redux, and TypeScript
- Utilised Ecto for efficient database operations and query management in Elixir
- Architected robust RESTful APIs for efficient and seamless data exchange

Skills: React.js · Typescript · Elixir · Redux.js · Figma · Full-Stack Development

National University of Singapore Singapore

Virtual Reality Software Engineer - Dental Oral Hygiene

January 2023 – December 2023

- Constructed with Meta's Oculus Quest 2 and integrated with Unity XR Interaction Toolkit
- Incorporated natural hand interactions into player controls with Unity XR Hands
- Designed and modified 3D models with Unity ProBuilder

Skills: Virtual Reality (VR) · C# · Game Development · Unity · Oculus Quest 2

Toppan Ecquaria

Singapore

Software Engineer Intern

May 2023 – June 2023

- Created web automation test scripts utilising Katalon Studios for seamless test automation
- Wrote Linux scripts to ensure secure encryption and decryption of sensitive data

Skills: Bash · Shell Scripting · Katalon Studio · Groovy · Selenium

Wright Management International

Singapore

Full Stack Developer Intern

May 2022 – August 2022

- Developed responsive web applications with Ruby on Rails and Bootstrap
- Implemented relational databases to efficiently organise and manage structured data
- Incorporated AJAX for enhanced interactivity and seamless data retrieval

Skills: Agile Methodologies · Figma · HTML · CSS · JS · Ruby on Rails · Bootstrap · PostgreSQL

National University of Singapore

Singapore

Teaching Assistant for CS3223 - Database Implementation

Jan 2024 – Present

Teaching Assistant for CS4243 - Computer Vision and Pattern Recognition

Aug 2023 – Dec 2023

Teaching Assistant for CS1010S/A - Programming Methodology

Jan 2023 – Dec 2023

- Communicated ideas to students of various learning styles and backgrounds
- Fostered positive connections with students by providing academic guidance

Skills: University Teaching · Python · Time Management · Communication

National University of Singapore - School of Computing

Singapore

Project Advisor - Orbital 2022 and Orbital 2023

May 2022 – August 2023

- Provided valuable support to 12 teams in project development and implementation
- Led bi-weekly sprints to improve collaboration and ensure timely project completion
- Planned and conducted workshops to introduce Software Engineering Practices

Skills: Software Engineering Practices · Technical Project Management

PROJECTS

NUS CS3219

Singapore

[Leetcode Racer](#) is a coding interview platform which offers a two-phase experience with competitive coding challenges and fair matchmaking followed by a collaborative reviewing phase.

- Built with Microservices Architecture
- Integrated with GPT4 API and utilised prompt engineering for generated code feedback

Skills: Docker · Kubernetes · Next.js · Tailwind.css · RabbitMQ · MongoDB · Kafka · Firebase

National University Hospital

Singapore

[Plague Buster](#) is a VR oral hygiene app that teaches dental patients the basics of toothbrushing

- Utilised as prototype by dental patients at National University Hospital (NUH)

Skills: Virtual Reality (VR) · C# · Game Development · Unity · Oculus Quest 2

NUS Interhall Hackathon 2022

Singapore

[KRAttendance](#) is a one-stop-platform which consolidates all HALL CCAs attendance-taking.

- Devised with Ruby on Rails and Bootstrap
- Won the [Judge's Choice Award](#)

Skills: Ruby on Rails · Bootstrap · PostgreSQL · Full-Stack Development · JS

NUS School of Computing Orbital 2021

Singapore

[Neontera](#) is a 2D Platformer featuring an enchanting world where players explore, battle formidable monsters, obtain rare equipment, and engage in quests to level up and customise characters.

- Applied SWE Principles and Design Patterns for software maintainability and flexibility
- Implemented AI pathfinding algorithm for efficient monster tracking and player targeting
- Won the [Judge's Choice Award](#) and completed project at Artemis (Highest LOA)

Skills: GitHub · Aseprite · Git · C# · Artificial Intelligence (AI) · Game Development · Unity

CERTIFICATIONS

[AWS Lambda and Serverless Framework](#) - Udemy

December 2023

[Modern React with Redux](#) - Udemy

January 2023

[Ethereum and Solidity: The Complete Developer's Guide](#) - Udemy

December 2022