

EDUCATION

Nanyang Technological University (NTU) Aug 2020 - Jun 2023
School of Electrical and Electronic Engineering

- **Bachelor of Engineering (Information Engineering and Media)**
- **Honours (Highest Distinction)**; current CGPA: 4.98 / 5.0
- **NTU Scholar & Lee Kuan Yew's Gold Medalist**
- Relevant Modules: (1) *Data Structure and Algorithms* (2) *Object-Oriented Programming* (3) *Software Engineering* (4) *Introduction to Data Science and Artificial Intelligence* (5) *Web Application Design* (6) *Artificial Intelligence and Data Mining* (7) *Computer Communication* (8) *Database Systems* (9) *Machine Learning Design*

Virtual Training and Development

- Udemy Relevant Modules: (1) *The Complete iOS and Swift App Development Bootcamp* (2) *Web Development Bootcamp* (3) *JavaScript Algorithms and Data Structures* (4) *Windows Presentation Foundation Masterclass* (5) *React and React Native (Hooks, Router, Redux)*

Ngee Ann Polytechnic (NP) Apr 2014 – May 2017
School of Electrical and Electronic Engineering

- **Diploma (Merit) in Audio Visual Technology**; GPA: 3.98 / 4.00
- **Director's List**
- **Gold Medalist**
- **IES Gold Medal Awardee for Most Outstanding Academic Performance**
- **Diploma Plus: Advanced Engineering Mathematics**

ACADEMIC PROJECTS / MODULE PROJECTS

NTU Final Year Project: **Social Media App for Foodie and F&B Businesses** Aug 2022 - May 2023

- Designed and developed a social media platform for users to share their food pictures to increase awareness and opportunities to help Food & Beverage businesses in post-pandemic.
- Built the iOS app with **SwiftUI**, **XCode** and **Firebase**.
- Implemented and integrated **Convolutional Neural Network** for image recognition feature using **Python** and **TensorFlow**.

NTU Design and Innovation Project: **Roommate Mobile App** (Team of 10) Aug 2021 - Nov 2021

- Utilized **Figma** to design and implement user interface and experience prototypes.
- Deployed **React Native** framework and **JavaScript** to develop frontend.
- Applied **Git** and **GitHub** for version control.
- Researched and integrated API services and 3rd party libraries.
- Initiated and managed project schedule and assignment of tasks to team members
- Project code: <https://github.com/JiXiangChua/Cohab>

NTU Introduction to Design and Innovation Project: **Mobile (Android)** Mar 2021 - Apr 2021

- Integrated web application and android mobile app to produce online quiz system for teachers and students.
- Developed using **Java** and **XML** for interface design and exposed to **Android Studio SDK**.
- Used **CSS** and **Bootstrap** to design UI for web application and built a student ranking system.

NTU Introduction to Design and Innovation Project: **E-shop Webapp (Team of 2)** Feb 2021 - Mar 2021

- Oversaw project's planning, development and scheduling with timely delivery.
- Deployed **MySQL** to implement webapp's database for storing name, size and quality of shoe products, user's account details, cart items and purchase orders.
- Used **HTML**, **CSS** and **Bootstrap** to modify webapp's frontend and **Java Servlet Programming**, **JDBC** and **Apache Tomcat** for back-end.

NTU Introduction to Design and Innovation Project: **Game development and Design** Jan 2021 - Feb 2021

- Utilized **Unity** and **C# Programming** to implement two-player football game.
- Gained insights into using Unity game engine and **Object-Oriented Programming**.
- Acquired knowledge in coding **C# programs** and using imported 3rd party libraries and 3D objects.

INTERNSHIP & WORK EXPERIENCE

Creative Technology, Software Engineer Intern Jan 2022 – May 2022

- Wrote quality code for UI, application logic and services for Windows app platform.
- Build application menu in Windows system tray for controlling audio products and provide greater convenience to users
- Utilized **Windows Presentation Foundation (WPF)** with **C#**, **XAML** and **MVVM** design pattern to improve existing features for consumer products (e.g. headphones, speakers, sound cards, sound blasters.)

- Implemented unit testing scripts to verify user-intended behavior of new and existing features within the Creative App

Qisda Corporation, *Testing Engineer*

Feb 2020 - Apr 2020

- Tested display monitor prototypes based on different test cases with Dell platforms that were supported by Windows OS.
- Identified and computed technical issues (e.g. bugs) in Excel sheets and resolved issues upon seeking clarification from superior.
- Honed analytical and critical thinking skills in problem-solving (e.g. technical troubleshooting) other than effective team communication and collaboration.

The Star Performing Arts Centre, *System Technician*

Oct 2019 - Feb 2020, Mar 2017 - Sep 2017

- Acquired knowledge, skill, and ability with competency in production (e.g. staging, lighting, videoing, sound) to establish Talk Shows, Concerts and Corporate Events.
- Responsible for installing and troubleshooting video-related aspects of production for events with flow intact.
- Contributed to cable and equipment planning based on technical specifications as required for event venues.
- Gained hands-on / practical experience related to operations of two media systems (i.e. Crestron, Miranda)

OVERSEAS EXCHANGE PROGRAMME

Yonsei University, South Korea

Jun 2022 – Aug 2022

- Module Accomplishment: *Introduction to Computer Graphics*
- Honed cross-cultural knowledge by embracing individual differences with respect to different values, traditions, norms, beliefs and practices.
- Recognized the importance of diversity due to knowledge transferring and sharing that spark creativity.
- Designed a series of post cards for final project with **Adobe Photoshop, Illustrator and InDesign**

CO-CURRICULAR ACTIVITIES / LEADERSHIP

DSTA BrainHack 2022 Hackathon

Jul 2022

- Worked in a team of 5 to develop a mobile app solution for NSMen to better manage work and play
- Developed the software using React Native

Shopee Code League

Apr 2022

DSTA BrainHack 2021 Hackathon

Jun 2021

- Worked in a team of 4 to develop a mobile app solution for Singaporeans to better adjust and adapt into the new norms in a post-Covid world
- Developed the software using React Native

Tchoukball

Apr 2014 - Feb 2017

- **Club President** (2016 - 2017)
- **Club Vice-President** (2015 - 2016)
- **Member** (2014)
- Managed overall Main Committee
- **Led** club events and camps planning and execution
- Assumed role as School Representative at POL-ITE Competitions

SKILLS

- **Languages:** Fluent in English and Chinese (Mandarin)
- **Software Programming:** JavaScript, TypeScript, Java, HTML, CSS, React, React Native, Swift, SwiftUI, Git and GitHub, Python
- **Software Applications:** Visual Studio Code, XCode, Visual Studio 2019, DAW Software (Logic Pro, Pro Tools), Adobe (Premiere Pro, Lightroom, Photoshop, Illustrator, InDesign), AutoCAD, Microsoft Office 2021 (Word, PowerPoint, Excel)
- **License:** Driving License Class 3