

## LAI LIWEN

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### EDUCATION

- Jul 2016 - May 2020      **National University of Singapore**  
Bachelor of Computing in Computer Science (Hons)  
- Major in Graphic and Game Development & Software Engineering
- Aug 2018 - Jan 2019      **University of Gothenburg/Chalmers University of Technology, Sweden**  
Student Exchange Program  
- IT Faculty

### HONORS & AWARDS

- June 2020      **Dean's List (top 5%), NUS**  
Aug 2016 - May 2020      **Science & Technology Undergraduate Scholarship, NUS**  
- Full scholarship awarded by NUS for outstanding students from Asia

### INFORMATION TECHNOLOGY SKILLS

- Programming Language:      Java, Python, HTML, CSS, JavaScript, TypeScript, SQL  
Web Framework:      Angular, Django, Flask  
Software/System/Service:      Excel, Microsoft Visual Studio, Unreal Engine, MySQL, AWS Cloud, GitHub Pages, Adobe Premiere Pro, Final Cut Pro, Adobe Photoshop

### WORK EXPERIENCE

- July 2020 - Present      **Goldman Sachs (Operations Engineering)**  
Full-time  
- Maintained and developed Listed Clearing System. Focused on automation in complicated practical use cases. Analysed trades volume and user behaviour data, aiming at better automation performance and user efficiency.
- Aug 2019 - May 2020      **NUS Teaching Assistant**  
Was co-opted into the teaching team as a Consultation Tutor for undergraduate students  
- Led and guided the team to consult and troubleshoot on coding, reporting and presentation on findings of the program which has gone live.
- May 2019 - Aug 2019      **Goldman Sachs (Operations Engineering)**  
Internship Program for Year 3  
- Developed and deployed web applications using tools such as Angular and Java RESTful API (JAX-RS) in production; Wrote test cases for Junit, Groovy and Jasmine; Created search-focused web application by leveraging on Elasticsearch, Django and Bootstrap.
- May 2018 - Aug 2018      **Traceto.io**  
Internship Program for Year 2  
- Responsible for creating the *Know Your Customer* web application for the start-up company from scratch. Have learnt much through the project about *cryptocurrency, blockchain services and decentralized network*.

### PROJECTS

- Aug 2020 - Aug 2020      **2020 COVID Data Analysis Datathon (APAC Winner, Firmwide)**  
Jan 2020 - May 2020      **Monopoly Simulation (Data Viz)**  
An intuitive data visualisation website built upon react to explore the insights of game monopoly with various game strategies.
- Aug 2019 - May 2020      **NUSWorks**  
A practical Student Workload Estimator for exploring modular credit definitions as affected by choice of electives. The final year project to develop the web application goes through the Software Development Life Cycle (SDLC) that encompasses initial literature review on student workload, data gathering and structuring, application prototyping and eventual deployment for students.

Jan 2019 - May 2019	<b>Static Program Analyser</b> An interactive tool that automatically answers queries about programs. Was the team lead for conducting the project SDLC, including the writing of unit tests, integration tests and system tests.
Jan 2019 - May 2019	<b>Knight of Alisar</b> A 3D computer game in Low Poly Style approach, complete with promotional poster and video. It won Second Place in the 14 <sup>th</sup> SoC Term Project Showcase.
Mar 2019	<b>Guageland (1st Place Winner at the FOSSASIA UNESCO Hackathon 2019)</b> The Progressive Web App was developed as part of the celebration of the International Year of Indigenous Languages. It gamified the learning and sharing processes of indigenous languages and won the top prize of US\$36,000 IBM Credits in the IBM Cloud Prize category.
Aug 2017 - Nov 2017	<b>Fishery Web Application</b> A web game designed to visualize the fishery problem within the NUS <i>LSM4255 Methods in Mathematical Biology</i> module. Its responsive web design framework allows proper display of live fishery data throughout the fishing process on both PC and mobile devices.
Aug 2017 - Nov 2017	<b>Car Pooling System</b> A system that allows commuters to search for or advertise car rides. Use of appropriate SQL commands in the program's back-end allows correct matching of selections from the huge user database.

#### **CO-CURRICULAR ACTIVITIES**

Jan 2017 - May 2018	<b>AIESEC Singapore</b> This is a youth leadership movement which provides a global platform for young people to explore and develop their leadership potential <ul style="list-style-type: none"> <li>- Led the on-line team of its Brand and Marketing Department to launch marketing campaigns for the group's events and products.</li> </ul>
Aug 2016 - May 2018	<b>NUS Chinese Drama</b> As a member of the NUS Centre For the Arts, it strives to create performances that resonate with human emotions and experiences that provoke critical thinking <ul style="list-style-type: none"> <li>- Headed the publicity team which is tasked with generating creative designs for articles and posters published mainly via the WeChat platform to promote the performances.</li> </ul>
Aug 2016 - Dec 2017	<b>NUS Chinese Society</b> A student group devoted to promote Chinese Culture in NUS and in the nation <ul style="list-style-type: none"> <li>- Took charge of the publicity team in promoting the activities of the Society through social media such as WeChat and in managing the production of related videos.</li> </ul>

#### **SUPPLEMENTAL INFORMATION**

Language:	Proficiently bilingual in English and Chinese
Hobbies:	Sports activities (gym; jogging; swimming)
Interests:	Travelling and facing up to challenges. Enjoy learning new things and meeting with people