DARYL YEE

Singapore | darylyee.jh@gmail.com | linkedin.com/in/darylyee | darylyeejh.com | github.com/lyrador

EDUCATION

National University of Singapore (NUS)   **Expected Graduation: May 2024**
Bachelor of Computing, Information Systems, Honours (GPA: 4.42)
- *Expertise:* Distinction in ICT Solutioning with Specialisation in Financial Technology.
- *Coursework:* Data Structures and Algorithms, Enterprise Systems Architecture Design and Development, ERP Systems with Analytics Solutions, Computer Networks, Agile IT with DevOps, Pattern Recognition and Machine Learning.

PROFESSIONAL EXPERIENCE

Mobile & Cloud Full Stack Developer Intern | SAP   **May 2023 – Present**
- Analyse, debug and fix issues in SAP Mobile Development Kit, resolving 40+ JIRA tickets and pushing 5000+ lines of Git code commits for Web, iOS and Android platforms across different app versions *(NativeScript, Swift, Kotlin, Java, JavaScript)*.
- Communicate with stakeholders to deliver updates and develop toolbar and calendar features that expand app capabilities.

CS Teaching Assistant | National University of Singapore   **Aug 2022 – Dec 2022**
- Prepared and conducted biweekly tutorials for over 20 students in the course BT2102 Data Management and Visualisation.
- Taught technical concepts, gave detailed feedback and received a high rating from my students *(SQL, Python, Tableau)*.

Software Engineer Intern | NCS (National Computer Systems)   **May 2022 – Jul 2022**
- Created 10+ huge components for front-end development, set up RESTful APIs, managed JSON data and handled complex back-end logic in a large-scale Agile project of over 50 developers *(Java, TypeScript, Angular, Spring, GitLab)*.
- Executed SQL queries on Oracle database with 500+ tables and improved coverage by writing unit and integration tests.
- Carried out user acceptance testing, revised outdated codes and reduced assigned flags in Fortify report by over 60%.

Game Developer Intern | Ottodot   **May 2021 – Aug 2021**
- Pioneered a new EdTech game, *Parkour Rangers*, with a team of 5 international developers, hitting over 2.7 million visits.
- Engineered 20+ features such as the gameplay sequence, analysed AWS data and architected system diagrams *(Lua, UML)*.

PROJECTS AND ACHIEVEMENTS

AI Developer | AI Quiz Generator: Guess the Anime - GitHub   **Jul 2023 – Aug 2023**
- Performed data cleaning and preparation on a huge dataset of anime shows and created a web-based application game.
- Leveraged artificial intelligence to create customised quizzes with OpenAI API *(Python, Pandas, Streamlit, Langchain, LLM)*.

Full Stack Developer, Team Lead | EduCouch: Learning Management System - GitHub   **Aug 2022 – Dec 2022**
- Delegated tasks and spearheaded the development of a multi-generational LMS in a team of 6, achieving Band 1 Grade.
- Designed the overall concept and kick-started the backend and services *(Spring, ReactJS, React Native, AWS S3, Postgres)*.
- Consolidated 300+ pages of system analysis documentation and integrated a mobile app via WebSocket for quiz gameplay.

Full Stack Developer | NUSociety: All-in-One Co-Curricular Activities Portal - GitHub   **Jan 2022 – May 2022**
- Established a one-stop CCA platform with administrative functions for students to network and join clubs.
- Attained high positive feedback of more than 90% for the demo *(Java, TypeScript, Angular, Java EE, JSP, JSF, JPQL, UML)*.

Front-End Mobile Engineer | Shopee Ultra-Hackathon 2021 - GitHub   **Jan 2021 – Feb 2021**
- Collaborated with teammates to introduce a 'Shared Cart Shopping' feature to the mobile app, where users can share carts with customisable payment splitting, finishing in top 25% out of over 400 teams *(JavaScript, ReactJS, Figma, BlueStacks)*.

LEADERSHIP

Head of Publicity | NUS Voices, Premier Mandopop Club - GitHub   **Jun 2021 – Jun 2022**
- Initiated and created the club's website indexed with Google SEO, heightening its marketing reach *(JavaScript, ReactJS).*
- Liaised with organisations, managed publicity affairs, organised club activities and directed a sub-committee of 5.
- Produced publicity materials for Emerge Concert with an audience size of 300, overall increasing followers by over 10%.

SKILLS

Programming Languages: Java, Python, Swift, Kotlin, JavaScript, TypeScript, PostgreSQL, SQL, JPQL, Lua, HTML, CSS, R, XML.
Frameworks: ReactJS, React Native, NativeScript, Angular, Spring, Jakarta EE, JSF, JSP, Ionic, Expo, JUnit.
Technologies: Git, AWS S3, Firebase, UML, Figma, Tableau, Glassfish, MongoDB, Docker, Object-Oriented Programming, CI/CD.
Libraries: Material UI, Bootstrap, SocketIO, NumPy, Pandas, Matplotlib, Keras, Scikit-learn, Streamlit, Langchain.
Languages: Fluent in English and Mandarin.