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EDUCATION

Nanyang Technological University, Singapore
Bachelor of Engineering (Computer Science)

Aug 2018 – May 2022

- Expected Honours (Distinction), Current CGPA: 4.35/5.00

PERSONAL PROJECT

Co-founder of ntumodules – A full-stack website with freely accessible and honest resources encompassing learning for all NTU students

- Visual designer and Frontend Developer
- Collaborated with a group of friends to provide academic support for the student community in NTU
- Implemented features such as provide a platform for circulation of reviews of various modules in NTU as well as discussion of final examination questions with peers
- Currently integrating with a start-up company, “Wave” which helps maintain the “U-Wave” application - the official NTU campus app
- Conceptualised hi-fi prototype using *Figma*
- Established frontend using *ReactJS*

Software Developer of Skills for Good – One-stop platform that matches skilled volunteers with social organisations

- Established design and development of the website
- Produced a user-friendly website that provides skilled volunteers & non-profit organisations with the convenience to find a match through digital means
- Negotiated with various departments to ensure website provides optimum efficiency for team members
- Constructed the website using *Wix.com*, *Canva* and *JavaScript*

WORK EXPERIENCE

Deloitte & Touché LLP

Feb 2018 – Jun 2018

Administrative Assistant – Tax, GES (Global Employer Services) Department

- Delivered superlative support in preparation of tax documents for clients
- Analysed filling of tax forms to IRAS
- Performed general office duties, including printing of documents

ACADEMIC PROJECT

Nanyang Technological University, Singapore

[CZ2004] Human Computer Interaction – Design a Lo-fi and Hi-fi prototype for an advanced asynchronous collaboration discussion platform

Jan 2020 – May 2020

- Prototyped a user interface for a collaborative discussion platform that facilitates discussions
- Utilised graph structure so each new post can easily reference multiple past posts
- Attached hand-drawn lo-fi sketch labelled “Lo-fi sketch”
- Designed a hi-fi prototype using *Microsoft PowerPoint* as specified in the module requirements, attached in application labelled “Hi-fi prototype”

[CZ2006] Software Engineering – Develop a mobile application to ease the process of deciding on a travel destination

Jan 2020 – May 2020

- Utilised *Flutter* in the implementation of the cross-platform mobile application
- Enhanced understanding of how to apply the various software development lifecycles and ensure requirements are clear, precise and verifiable
- Deepened understanding of how to structure the entire application including the use of class diagrams, sequence diagrams and use case diagrams

[CZ2002] Object-Oriented Design and Programme – Develop a Movie Booking and Listing Management Application (MOBLIMA)

Aug 2019 – Dec 2019

- Developed a console-based application for both users to book movie tickets and for staff to manage seating and pricing
- Incorporated use of *Java* to showcase use of Object-Oriented Programming
- Applied knowledge of UML diagrams to develop the application

[CZ1015] Introduction to Data Science & Artificial Intelligence – Analyse a dataset to find out what factor contributes most to happiness

Jan 2019 – May 2019

- Led 3-member team to find out what factor contributes most to happiness
- Displayed scatterplot, bar graph and heatmap to visualise dataset
- Applied machine learning techniques such as linear regression to identify strongest correlation to happiness and clustering to identify underlying patterns between countries of similar generosity and happiness level
- Utilised the Gaussian Mixture Model (GMM) and Hierarchical Density-based Spatial Clustering of Applications (HDBSCAN) to perform clustering
- Analysed data using *Python* and libraries such as *Seaborn* and *Plotly*

[CZ1003] Introduction to computational thinking – Design a program to recommend a canteen in NTU according to user input

Aug 2018 – Dec 2019

- Curated an application for users to obtain recommendations for canteens to eat in NTU based on various factors such as distance, ranking, price, dietary requirements
- Learnt basics of *Python* programming language using the *Pygame* module

CO-CURRICULAR ACTIVITIES

NTU Freshmen Orientation Camp

Jun 2019 – Aug 2019

Group Leader

- Facilitated games and camp activities for 500 freshmen to encourage interaction and bonding
- Facilitated in preparation and testing of games and camp activities

Victoria Junior College - Guitar Ensemble

Member

Jan 2016 - Dec 2017

- Performed for annual “Perfect-Fifth” concert in 2017 and it was a showstopper
- Attained distinction award in the Singapore Youth Festival in 2016
- Built synergy with fellow guitarist to produce a harmonious piece

SKILLS

Languages: Proficient in English and Chinese

Digital Skills: Figma, Python, Java, C, C++, SQL, Flutter, Javascript, C#, HTML, CSS, MATLAB, Scilab, Unity, VRML, Microsoft Office

HOBBIES & INTERESTS

Active traveller, Passion in music with knowledge in playing piano and guitar – Active member of an external band