Christopher Goh Zhen Fung

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Education

National University of Singapore *Singapore*

Bachelor of Computing (Honours), Computer Science, CAP: 4.76 / 5.0 *Aug. 2019 - Jan. 2023*

- **Coursework:** Software Product Engineering for Digital Markets, Algorithms & Data Structures, Operating Systems, Database Systems

Experience

Indeed *Singapore*

Software Engineering Intern *May. 2021 - Aug. 2021*

- Developed end-to-end developer tooling for facilitating proper internationalization of Indeed's user-facing codebases, reducing overhead and delivery lead time for localization and release of product features in international markets.
- Developed linters and identified over 400 badly internationalized UI strings that could have affected user experience.

Carousell *Singapore*

Software Engineering Intern *May. 2020 - Aug. 2020*

- Worked on Carousell's performance-focused React/Redux progressive web application, used by over 2 million users weekly.
- Developed product search features that improved average number of searches per user by 6.5%, and average number of listing views by 5.8%.

DSO National Laboratories *Singapore*

Machine Learning Intern *Apr. 2019 - Aug. 2019*

- Trained and fine-tuned deep-learning natural language processing models (BERT) for named entity recognition tasks on social media text.
- Achieved 34x training speed-up with TPU pre-training and test F1-score of 0.7794 on the Broad Twitter Corpus Section F.

National University of Singapore *Singapore*

Teaching Assistant *Aug. 2020 - Present*

- Tutoring CS3216 Software Product Engineering for Digital Markets, CS2103T Software Engineering and CS1010 Programming Methodology.
- Tutored and mentored 30 students for CP2106 Orbital, an independent software development project module.
- Tutored CS2030S Programming Methodology II: 13 students (Teaching Feedback Score: 4.8 / 5.0 - View Report)
- Tutored CS1010 Programming Methodology (Autumn 2020): 7 students (Teaching Feedback Score: 5.0 / 5.0 - View Report)

Projects

NUSMods — Official Student Module Planning Platform

Project Maintainer & Full-Stack Developer

- Managing, maintaining, and developing NUS's official timetable planner, used by over 32000 students on a regular basis every semester.
- **Tech Stack:** React, Redux, GraphQL, Ent.go, Supabase, TypeScript
- **Live Site:** https://nusmods.com • **GitHub Repository:** https://github.com/nusmodifications/nusmods • **Pull Requests:** View on GitHub

Doodle2Gather — Real-time collaboration, whiteboarding, video-conferencing iOS App

Full-Stack iOS Developer

- **Tech Stack:** Swift, WebRTC, Firebase, Websockets, Vapor, Fluent ORM, SQLite, CRDTs (click here for the technical documentation)
- **Demo Video:** https://www.youtube.com/watch?v=5cVotr76mx4 • **GitHub Repository:** https://github.com/Doodle2Gather/Doodle2Gather

Extracurricular Activity

NUS Hackers *Singapore*

Coreteam Member (Club President in 2020/2021) *Sept. 2019 - Present*

- Organised and taught in **Hackerschool** and **Hacker Tools**, a series of workshops that teach popular frameworks, programming languages & productivity tools (e.g. workshops on Python / React taught by me), regularly attended by ≥ 100 people.
- Organised **Friday Hacks**, weekly Friday meetups where speakers from the industry or academia share their interesting technical projects.
- Organised **Hack&Roll**, Singapore's largest student-run hackathon, attended by over 600 participants.

Skills

Proficient	JavaScript, TypeScript, Swift, Go, Rust, Java, Haskell, C, Python, Ruby, HTML, CSS
Software and Frameworks	GNU/Linux, Git, Docker, Kubernetes, React, Redux, Redis, PostgreSQL, Rails, PyTorch, TensorFlow, Keras
Fields of Interest	Software Engineering, Developer Tooling, Full-Stack Development, Machine Learning

Awards

2020 **Champion,** IoT Datathon 3.0 organised by NUS Science & Terra AI - Project: https://mozzienet.io *Singapore*

2019 **Championship (Undergraduate Category),** I'm the Best Coder! Challenge 2019 - View Challenge & Solutions *Singapore*