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EDUCATION

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

Aug 2018 – May 2022

- Specialisation: Data Science & Analytics
- Honours (Distinction), CGPA: 4.21/5.00

WORK EXPERIENCE

Webpuppies

Jan 2021 – May 2021

Web Design & Development Intern – Design Department

- Designed and developed website for MyRepublicANZ using *Figma* and *WordPress*
- Led and organised meetings with clients to discuss the website
- Facilitated discussions with clients on how to improve website

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

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*

ACADEMIC PROJECT

Nanyang Technological University, Singapore

[CZ4079] Final Year Project – Design and Develop 2D visual novel game on Unity

- Proposed, designed, and developed a serious game spreading awareness of depression using *Figma* and *Unity2D*
- Conduct research and interviews on depression
- Spear-headed discussions and meetings with professor

[CZ3002] Advanced Software Engineering – Design and Develop website

- Lead designer of a bubble tea recommendation website optimised for use on mobile
- Conceptualised design from creating a mood board to hi-fidelity prototype on *Figma*
- In charge of decision-making for design choices
- Collate and source for images and illustrations

[CZ3003] Software Systems Analysis & Design – Design a 3D game on Unity

- Developed 3D platformer game on *Unity3D*
- Source for 3D game elements within the theme of game
- Developed the motions, triggers from main character
- In charge of quality assurance for overall experience including sound effects, music, animations, and game feel

[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

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