

# CHAN JUN REN

## DETAILS

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## LINKS

### LinkedIn

<http://bit.ly/LinkedInJunRen>

### GitHub

<https://github.com/chanjunren>

### Portfolio

<https://chanjunren.github.io/>

## SKILLS

### Languages / Frameworks

**Foundation:** Java

**Familiar:** NodeJS,  
ExpressJS, ReactJS,

MongoDB, Postgresql

**Exposure:** Python, C++, C

## COURSEWORK

### Software Engineering Specialisation

Formal Methods for  
Software Engineering

Independent Software  
Development

### Networking Specialisation

Computer Networks  
Practice

Introduction to IoT

Internet Architecture

Wireless Networking

### Others

Database Systems  
(Ongoing)

## ABOUT ME

Final Year student at NUS School of Computing. I am a fast learner and driven individual. I am an aspiring Full Stack Developer constantly looking for fun projects to build.

## EDUCATION

**Bachelor of Computer Science, National University of Singapore**

August 2018 — Present

## EXPERIENCE

**Software Engineer at RoboSolutions,**

January 2021 — June 2021

- Developed 2 customised applications (*TemiParamol* | *TemiConcierge*) integrated with Temi - the service robot
- Liaised with external parties to learn how to deploy Docker applications and host them using AWS EC2

**Part Time Freelancer at RoboSolutions**

August 2021 — February 2022

- Developed [www.robosolutions.sg](http://www.robosolutions.sg) using the MERN stack - a company website with an app management portal to manage the subscriptions of the applications developed by Robosolutions
- Deploying project on Heroku

## PROJECTS

**Static Program Analyzer**

- Technologies used: C++
- Responsibilities: Implementing the top-down recursive descent logic to parse and validate source code. Oversaw testing and quality assurance of the project.

**LumiTest - Exam Invigilation Tool**

- Technologies Used: ElectronJS, Python
- Responsibilities: UI/UX design as well as implementing various other features such as the test-timer, session initialization using sockets

**Grind - NUS Orbital-Apollo Gamified Expense Tracker**

- Technologies Used: Java, Android Studio, Firebase
- Responsibilities: UI/UX design, implementation of user authentication and authorization, as well as processing data and passing it to Firebase

**StudyBuddy - Revision aid tool for students**

- Technologies used: Java, SceneBuilder(FXML), JUnit5, Json, TravisCI
- Responsibilities: UI/UX design, as well as implementing the logic of 'Flashcard' and 'TimeTrial' feature.

## COURSES

**Introduction to Containers, Kubernetes, and OpenShift, EdX**

**React, NodeJS, Express & MongoDB - The MERN Fullstack Guide, Udemy**

## EXTRA-CURRICULAR ACTIVITIES

**President at NUS Skating Club**

September 2019 — September 2020

- Project Director for first ever organized Skate Workshop in NUS Skating Club in partnership with ErnSports.
- Awarded Half Colours award for outstanding contributions to CCA