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*Part-time Availability: Aug 2023 – Dec 2023*

## EDUCATION

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**Nanyang Technological University (NTU)** Aug 2020 – **Jun 2024** (Expected)  
School of Electrical and Electronic Engineering  
• **Bachelor of Engineering (Information Engineering and Media)**  
• **Honours (Merit)** (Expected)  
• Relevant Modules: (1) *Data Structures and Algorithms* (2) *From Computational Thinking to Programming*  
(3) *Object Oriented Programming* (4) *Introduction to Data Science and Artificial Intelligence*  
(5) *Software Engineering*

## WORK EXPERIENCE

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**PenguinSmart Inc. (Taiwan), Full Stack Developer** Jan 2023 – July 2023  
• Designed new interfaces for the company's webapp, connecting them with the backend to display dynamic data using React and GraphQL  
• Redesigned and implemented improvements to the user interface and user flow of the website using Figma and React

## ACADEMIC & MODULE PROJECTS / PERSONAL PROJECT ACCOMPLISHMENT

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NTU-IEM Module: **Interface Design** Aug 2022 – Nov 2022  
Module Project: **Revamp of Internship Finding Platform, InPlace** (Team of 5 Members)  
• Led my team to conduct user research and gathered feedback on the problems of the current interface.  
• Applied research and skills learnt such as information architecture and visual design basics to create a brand new, more user-friendly interface.

Summer Exchange Module: **Business Communications and Social Media** Jul 2022 – Aug 2022  
Edinburgh Summer School  
• Learned how to utilize social media to maximise exposure of a company or product to target audience.  
• Experienced a vastly different work and study environment.

NTU-IEM Module: **Introduction Project and Design** Jan 2022 – Apr 2022  
Module Project 1: **E-Shop Website Development** (Team of 2 Members)  
• Utilized 3 software programming (i.e. **HTML, CSS, SQL**) to design and develop E-Shop Website with features (e.g. Item Search, Contact Page, Product & Services, Cart) for enabling online consumers to purchase items (e.g. Pokemon)

Module Project 2: **Racing Game Design** (Team of 2 Members) Jan 2022 – Apr 2022  
• Successfully applied **C# Programming** (Unity) to design and create Racing Game with 3 AI-controlled traffic systems and randomized vehicle spawning around the map.  
• Optimized system resources usage by thorough debugging to increase framerate of game by 100-fold with multiple **C# Scripts**.

NTU-IEM Module: **Introduction to Data Science and Artificial Intelligence** Aug 2021 – Nov 2021  
Module Project: **Prediction of Car Accident for Avoidance** (Team of 5 Members)  
• Successfully applied **Python Programming** to train 3 Machine Learning Models (i.e. Linear Regression, Decision Tress, Random Forest) for predicting car accident for avoidance based on given Kaggle Dataset.

- Concluded the Random Forest was ideal model with 78% prediction accuracy which was significantly correlated with crucial factors (e.g. Weather, Time/ Day)

Self-Driven Project: ***Analysis of Course Registration*** Aug 2021  
 • Applied **Python Programming** to model dates and timings of NTU's course registration exercise for personal analysis.

NTU-IEM Module: ***Object-Oriented Programming*** Jan 2021 – Apr 2021  
 Module Project: ***Design and Development of Minesweeper Game*** (Team of 2 Members)  
 • Successfully deployed **JavaScript** to implement software code for fully functional “Minesweeper Game”  
 • Designed retro-style graphics for game interface to hone user experience

NTU-IEM Module: ***Basic Media Writing*** Jan 2021 – Apr 2021  
 Module Project: ***Website Design*** (Team of 5 Members)  
 • Designed website through online software “Wix” to attract customers to purchase cleaning service.

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## LEADERSHIP / CO-CURRICULAR ACTIVITIES

NTU-EEE Club, ***Director (Student Development)*** Aug 2021 – Present  
 • Collate feedback from students pertaining to course curriculum upon modules completion.  
 • Compile essential supporting materials for students' reference prior examination

NTU-Hall 5, ***Director (Quintessential Productions)*** Aug 2021 – March 2022  
 • Assumed role as **In-Charge** of writing script for live stage performance.  
 • Led 10 team members during production phase to prepare performance.  
 • Handled logistics and acquisitions of costumes for cast members.

NTU-EEE Efinity, ***Publicity Committee Member (Freshman Orientation 2022)*** Dec 2021 – Aug 2022  
 • Produced engagement through video compilation of EEE seniors playing games using Da Vinci Resolve  
 • Created publicity materials (e.g. Videos & Instagram posting) to promote Freshman Orientation Camp 2022.

NTU EEE Efinity, ***Group Leader (Freshman Orientation Camp 2021)*** Aug 2021  
 • Led group of freshmen through 3-Day Virtual Orientation Camp with games and talks facilitation.  
 • Clarified doubts from freshmen about NTU or EEE/IEM degree program

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## SKILLS / HOBBIES

- **Languages:** Proficient in English, Chinese (Mandarin) and Malay
- **Software Programming:** Typescript, GraphQL, Ruby on Rails, React, Python, Visual Basic, C++ / C# / C Language, Java, HTML, CSS, Javascript  
Assembly Language
- **Software Applications:** Figma, Wix, Unity, Visual Studio, Wondershare Filmora, Aesprite, Da Vinci Resolve, Jupyter Notebook, Adobe Suite (Illustrator, XD), Microsoft Office 2022, Autodesk Inventor Professional 2020, CircleCI, Netlify
- **License:** Class 3A Driving License
- **Hobbies:** Cooking, Playing Musical Instruments (Piano), Sports (Badminton, Swimming), Gaming

Web Projects Portfolio: <https://marcelyap.dev>

Design Portfolio: <https://drive.google.com/drive/folders/1tG2tylKMUHT-qocX96Qf1K0Xft4CUv9c?usp=sharing>

Github: <https://github.com/GnawedLeaf>

