Jialu XU

Year 3 Computer Science Undergraduate at the **Renaissance Engineering Programme, NTU Singapore**
Visiting Scholar, GLOBE at **UC Berkeley**
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EDUCATION

Nanyang Technological University, Singapore   Aug 2021 – Dec 2026
Bachelor of Engineering Science (Computer Science), Master of Science (Technology Management)
- Renaissance Engineering Programme Scholarship Holder, Expected Honours (Distinction)

WORK EXPERIENCE

NIO   May 2024 - Aug 2024
Software Engineering Intern, NIO Digital Cockpit,
- 3-month internship at NIO Global Headquarters @ Shanghai, China
- Developer @ System Applications and Framework team, responsible for both internal developer / operation tools and consumer-facing features. Main developer for NOMI GPT features on mobile.
- Experienced web developer in Vue2 & Vue3, React and React Native. Worked with Java/Kotlin.

Razer Inc.   Feb 2021 - July 2021
Software QA Engineer, Razer Systems Team
- Developed a Cross-Platform Report Generation Programme to reduce human error and man-hours of manual testers, reduction of 40% in outsourced man-hours for testing. Streamlined tester workflow and released internally as an engineering tool for the Razer Blade testing team
- Built on Python, C

ACADEMIC / PERSONAL PROJECTS

PSA Code Sprint 2023 – Voyage   Oct 2023
Hackathon – Developing an LLM-powered HR & Training System for PSA Employees
1st Runners Up, National (Singapore)
- Led team to develop a Training and Upskilling platform, Voyage, as a solution to PSA's goals of creating a future-ready, versatile workforce
- Built on Next.js with TypeScript, TailwindCSS, Vercel, Firebase and OpenAI
- Achieved 2nd out of 83 teams, 287 Participants after 2 competition rounds

Singapore Airlines App Challenge - Concierge   Jul 2023
Hackathon – Integrating Generative AI into Booking and Trip Planning Flow for SIA Flyers
2nd Runners Up, Global
- Led team to create an all-new conversational user experience for users to plan and book every aspect of their trip more seamlessly and intuitively than ever before
- Developed on Next.js, OpenAI, Amadeus and SIA Internal APIs, designed on Figma for Concept and App Design
- Achieved 3rd out of 280 teams from global tertiary institutions after live presentations

Shopee Product and Design Challenge 2022   Jul 2022
Hackathon – Making ShopeePay a Top-of-Mind POI discovery Destination for Users
Champion – National (Singapore)
- Led team to conceptualise a full business model, prototype and marketing strategy to boost SPNM's functionalities in POI discovery

SKILLS

Programming Languages: JS/TS, Python, C, Java, HTML/CSS, C++, C#
Web Frameworks: Next.js, React, React Native, Flutter, Vue2&3, Node.js, Babel, Webpack, Redux, TanStack
Languages: Highly Proficient in English and Mandarin

HOBBIES

Avid enjoyer of the arts and theatrical performances, gaming, and self-taught product design. I run my own tech blog in my personal website.