

# Koh Guan Zeh

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**Nationality:** Singapore Citizen  
**Date of Birth:** 12 July 2000  
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Singapore 541311

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## About

Passionate developer interested in tinkering with new technologies to deliver digital tools, solutions and entertainment. Most experience with Python 3, but has experience with JavaScript, Java, C#, C and Go, learning the good, the bad and the ugly of various languages to find the right tool for the job.

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## Education

**National University of Singapore**  
Bachelor of Computing in Computer Science  
(Honours)  
Aug 2022 - Present

**Singapore Polytechnic**  
Diploma in Games Design and Development  
(with Merit)  
Apr 2017 - Mar 2020

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## Skills

**Programming Languages:**  
Python, Javascript, Java, C#, C, Go

**Frameworks and Libraries:**  
Pandas, Numpy, React, NextJS, FastAPI, Electron,  
Unity, PixiJS

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## Experience

### Phillip Nova, Singapore — Software Development Intern

6 May 2024 - 2 Aug 2024

- Communicated closely with the Middle Office team to build an options risk management program with Python and Pandas to confidently expand further into the options market.
- Enhanced Middle Office's existing stress test program by implementing requested features, identifying previously undetected bugs and delivering effective bug fixes to improve reliability of the program.
- Written a comprehensive user and training guide designed for non-technical users to navigate through the use and customizing configurations of the program as required.

### Razer, Singapore — Web Application Development Intern

15 May 2023 - 4 Aug 2023

- Collaborated in a team of 5 to enhance a device simulation project in Python through a test driven development approach, increasing the number of supported types of devices from 7 to 15 and commands from 350 to 859.
- Developed 3 protocol handlers to support devices not yet integrated into the project.
- Examined C/C++ code for hardware devices to understand various function behavior to accurately simulate the device in the project and reported undetected bugs left in the code.

### Razer, Singapore — Game Development (Contract)

29 Nov 2022 - 6 Jan 2023

- Developed Plastic Hunt alongside the design and business team, a web-based mini-game using PixiJS, for Razer's collaboration with Panerai for their "Make Time for Our Ocean" pop-up.
  - Integrated a leaderboard system for the pop-up event using Redis and a Python-based Flask server to reward top scorers.
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## Achievements

IMDA Gold Medal (Course Medal) Digipen Prize (Merit Award)	2020
Edusave Certificate of Academic Achievement 2020	2020
Edusave Merit Bursary 2020	2020
Edusave Skills Award 2020	2020
Director's Honour Roll (Year3)	2020
Edusave Certificate of Academic Achievement 2019	2019
Edusave Merit Bursary 2019	2019
Director's Honour Roll (Year 2)	2019
Edusave Certificate of Academic Achievement 2018	2018
Edusave Merit Bursary 2018	2018
Director's Honour Roll (Year 1)	2018
Symantec Best of Design Award	2018