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EDUCATION

Nanyang Technological University
(Renaissance Engineering Programme)

2014 - 2018

Masters of Science in Technology Management

Bachelor's Degree in Engineering Science (Specialisation in Computer Science)

University of California, Berkeley

2016 - 2017

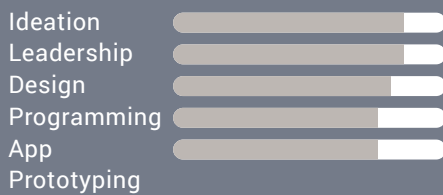
Computer Science

Technical University of Munich

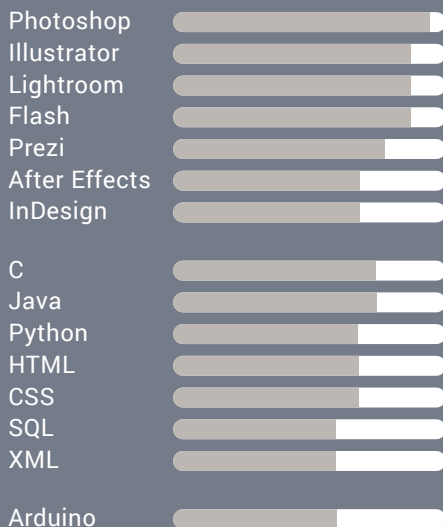
June 2015 (Summer Exchange)

"Information Technology - Innovations of the Future" Programme

EXPERTISE



SKILLS



Khor Le Yi

CS MAJOR

PERSONAL VISION

As technology advances, things get more complicated, and thus increasing the need for simplification of products. I hope to be part of the group of individuals who incorporates usability and functionality, and help make technology more friendly to everyone.

CAREER OBJECTIVES

Through my skills in computer science, design and leadership, I hope to be the bridge between these three domains and contribute to organisations to create more user centred products.

EXPERIENCE

2016 - 2017 Product Designer, MunchAt App

MunchAt is an online social media platform meant for users to share their food experiences with friends. My role in the team was to do user research, and work with an engineer to design a user interface and user experience for the app.

2016 - 2017 Graphic Designer, Innovative Design Club

Took on multiple external client requests and created graphic designs for them, which included brand design, logos etc

2016 Winner, International 3D Printing Competition

Made use of precision of 3D printers to create spectacles with lenticular illusions on the temple. Upon viewing the temples from different angles, it will appear as though a wave is traversing across it.

2015 - 2016 Founder, Designable

Founded a venture called Designable to make design more available to engineers. We organised workshops to teach design softwares and design concepts, and took on graphic design jobs from clients.

2014 - 2015 Publicity Head, Renaissance Engineering Club

Led a team of 5 other creatives to design and create publicity materials that aimed to boost communication among the community and publicise events. Designs included yearbook publications, magazines, guides, posters and logos.

2012 - 2013 Researcher, Animation for Physics Education

Created a 20 minute animation to help secondary students visualise the physics concepts behind launching a rocket to Mars.

AWARDS AND ACHIEVEMENTS



2016

Winner, International 3D Printing Competition (Tertiary Category)



2014 - 2018

Nanyang Scholarship (Nanyang Technological University)



2011, 2012, 2013

MOE EAGLES Achievement Award (Leadership)