

# HONGSHAN CHEN

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[GitHub](#)

[LinkedIn](#)

[Portfolio](#)

## EDUCATION

### National University of Singapore

Aug 2024 - Present

Bachelor of Computing in Computer Science

- Scholarship: NUS Science and Technology Scholarship
- Academic courses: Programming Methodology II (A module focusing on object-orientated programming, using Java), Data Structure and Algorithms, Computer Organisation, Computer Graphics

## EXPERIENCE

### NetEase Cloud Music CS Agent (Individual Project), *Individual*

Dec 2025 - Jan 2026

- Built a customer-support backend with a RAG pipeline, using containerized dependencies and environment profiles for reproducible runs and stable behavior under low-evidence scenarios.
- Implemented a no-evidence refusal gate to minimize unsupported outputs; reviewed logged cases to iteratively refine retrieval settings and prompting.
- Integrated Redis caching (TTL) with graceful degradation to maintain service continuity when cache is unavailable.
- Used LLM-assisted tooling for scaffolding and documentation; ensured core logic quality via manual review and local testing of key components.
- [Project link](#)

### TikTok TechJam 2025 (Singapore), *Participant*

Aug 2025 - Sep 2025

- Designed a layered pipeline to clean, categorize, and validate multi-source review data, improving dataset usability for downstream analysis.
- Led the model architecture design and implemented a layered multimodal hybrid pipeline combining FastBERT, ChatGPT-4o, and Qwen3-8B. Integrated CLIP for text-image alignment to improve multimodal consistency and boost review-filtering accuracy.
- Applied prompt engineering to strengthen instruction following and reduce misclassification on ambiguous cases.
- Improved robustness against cross-database schema/label inconsistencies and semantic ambiguity via hierarchical decision design.
- [Project link](#)

### OpenGL Graphics Coursework (Individual Project), *Individual*

Aug 2025 - Dec 2025

- Implemented core rendering features including MVP transforms, lighting and shading, texture mapping, shadow rendering and ray tracing, with per-effect toggles for demos/debugging.
- Delivered a demo-ready project page with recorded showcases and clear documentation of controls and rendering pipeline.
- [Project link](#)

## SKILLS SUMMARY

- **Analytics:** Python (NumPy), SQL (MySQL); basic data querying and validation
- **Engineering:** Java (Spring Boot, JPA), Redis; Docker Compose, Git/GitHub
- **Programming Languages:** Java (advanced); C, C++, Python, HTML/CSS, JavaScript, Markdown (basic)
- **ML (Basic):** LLM usage for prototyping and content classification; basic prompt writing
- **Tools:** JetBrains IDEs, Linux/CLI (basic), Markdown
- **Languages:** English (Fluent), Mandarin (Native)

## EXTRA CURRICULAR ACTIVITIES

### NUS Piano Ensemble, *Member*

Aug 2024 - Present

- Performed 4 duets in annual concerts and collaborated on media and publication tasks for the ensemble

### NUS Climbing Club, *Member*

Aug 2025 - Present

- Earned SNCS Level 2 Sport Climbing Certificate in Singapore; focus on consistent training and safety protocols.

### Chengdu Shude High School, *Principal Pianist*

Jan 2022 - Jan 2024

- Conducted and led 6 concerts as the pianist of the school's orchestra and chorus, also presenting 5 more solo pieces