Jay, Xu Jialu

Penultimate Computer Science Graduate at **Renaissance Engineering Programme, NTU Singapore**
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EDUCATION

Nanyang Technological University, Singapore Aug 2022 – Dec 2026
Bachelor of Engineering Science (Computer Science), Master of Science (Technology Management)

- Renaissance Engineering Programme Scholarship, Expected 1st Class Honours

University of California, Berkeley, USA Aug 2024 – May 2025
Visiting Scholar, GLOBE

WORK EXPERIENCE

Apple Inc. Singapore May 2026 - Aug 2026
Information Security Intern, Apple Information Security | Response Engineering

- Designed and implemented agentic automations for incident response efforts.
- 1200+ SIRT man-hours saved for both external and Glasswing vulnerability findings

ANEXT Bank, Ant International, Alibaba Group Singapore May 2025 - Aug 2025
Software & Solution Engineering Intern, Technology & Product-Solution Team

- Developed and deployed backend automation for internal report generation, reducing manual workload by 360+ man-hours per month.
- Designed and implemented payment protocol and Embedded Finance (EmFi) API suites for direct credit services (FAST, PayNow) using Java Spring, Dubbo RPC, and microservices architecture.
- Built an automated prompt evaluation and optimization system — a multi-agent AI workflow with specialized agents for output quality scoring, prompt refinement, and model performance improvement.

NIO Shanghai, China May 2024 - Aug 2024
Software Engineering Intern, NIO Digital Cockpit | System Applications and Framework

- 3-month internship at NIO Global Headquarters @ Shanghai, China.
- Developed NOMI GPT features for mobile apps and in-car infotainment systems, enhancing user interaction and AI-driven experiences.
- Built and optimized backend DevOps systems to streamline developer workflows and operational processes.

Razer Inc. Singapore Feb 2022 - July 2022
Software QA Engineer, Razer Systems Team

- Developed and deployed 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.

ACADEMIC / PERSONAL PROJECTS

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 their trip
- Developed on Next.js, OpenAI, Amadeus and SIA Internal APIs, designed on Figma
- 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: Java, Kotlin, JS/TS, Python, C, HTML/CSS, C++, C#, SQL, Scala
Technologies: React, React Native, Vue2&3, Node.js, MySQL, Kubernetes, Java Spring, Airflow, Databricks, ADK
Languages: Highly Proficient in English and Mandarin