



CONTACT

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27 August 2002

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DIGITAL SKILLS

Design

- Adobe Illustrator
- Autodesk
- Figma

Programming

- Arduino IDE
- C++
- CSS
- JavaScript
- Python

Others

- Microsoft Office
- Microsoft Excel
- Unity

SOFT SKILLS

- Communication
- Fast Learner
- Meticulous
- Multi-tasker
- Organised
- Teamwork

LANGUAGES

- English
- Mandarin

Ryan Lim Jun Le

CAREER OBJECTIVE

A highly motivated, adaptable and dedicated professional committed to achieve task excellence in UI/UX design and software development fields. A team player, with strong work ethics attained through interactions in service and teaching fields.

EDUCATION

Nanyang Technological University, Singapore Aug 2023 - (Jul 2027)
Bachelor of Engineering (Information Engineering & Media)

Lund University, Sweden Jan 2026 – Jun 2026
Semester Exchange, LTH Faculty of Engineering

Duy Tan University, Da Nang, Vietnam Jul 2024 - Jul 2024
INCiTE Summer School Programme 2024

- Developed business models with global peers to tackle United Nations' global challenges.
- Gained new perspectives into cultural intelligence, design thinking and entrepreneurship.

WORK EXPERIENCE

Housing and Development Board (HDB) Jul 2025 – Dec 2025
Geospatial Sensor Development Intern

- Contributed to the development and enhancement of an IMU-based mapping sensor (GUIDE) in alignment with the Singapore Geospatial Master Plan, advancing HDB's geospatial adoption efforts.
- Gained hands-on expertise in sensor development, IoT systems and geospatial mapping technologies through field trials and statistical analysis

DreamTech 追梦每刻科技 May 2025 – Jul 2025
Product Operations Intern

- Managed product promotion for YUZU TOYS on local platforms (Douyin, Xiaohongshu) and established its international presence across Instagram, TikTok, and Lemon8.
- Supported YUZU TOYS' Southeast Asia market expansion by launching its Shopee store.

PlayFACTO School Apr 2023 - Jul 2023
Robotics and Creative Mathematics Trainer

- Guided and empowered primary school students towards inculcating a love for Mathematics, cultivating problem-solving skills through interactive hands-on activities and manipulatives.
- Utilized software such as MODI Studio to introduce coding and develop computational thinking amongst students.

VOLUNTEER EXPERIENCE

Ulu Pandan Stars Jul 2023 – Nov 2024
Primary School English cum Mathematics Tutor

- Mentored students in one-to-one setting with a noticeable improvement in grades
- Built strong rapport with students and assisted in both academic and non-academic concerns

CO-CURRICULAR ACTIVITIES

Garage@EEE Aug 2023 - Jul 2024
Branding and Marketing Subcommittee

- Developed and designed advertising campaigns using Figma & Canva software to create better event awareness for faculty of Electrical and Electronic Engineering.