SMU ACADEMY

Capstone Project in Web and Mobile App Development

Professional Certification in Mobile Application Development

PROFESSIONAL

SMU
SINGAPORE MANAGEMENT
UNIVERSITY

OVERVIEW

The Capstone Project requires participants to work in groups on a mobile or web project around a given theme, implementing both front and back-end services to create a minimum viable product. The module culminates in group project presentations, as well as the submission of final reports documenting the capstone project.

PROGRAMME HIGHLIGHTS

• Project work and consultations

• Group presentations, feedback, and discussions

• Conclusion: Where to go from here and what to learn next

LEARNING OBJECTIVES

• Demonstrate solid foundation in back-end and front-end web or mobile app development Implement a full-stack, database-driven web or mobile app

• Apply and demonstrate their understanding of web or mobile app development through presentations and reports

Who Should Attend

Participants who have completed the mobile application and web application modules

Fee

SGD1712.00 incl. GST
As low as SGD193.60 incl. GST (for Singapore Citizens / PRs) after maximum funding

Programme Schedule

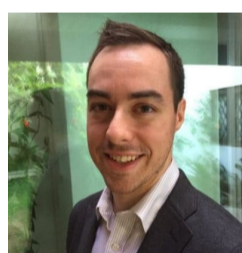2 weekday evenings & 1 full Saturday

Registration

For enquiries, please contact Gilbert at **gilbertong@smu.edu.sg**
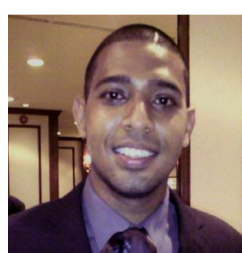
TRAINER PROFILES

YJ Soon

Yinjie (YJ) is co-founder of Tinkercademy and Tinkertanker Pte Ltd., a technology and education company in Singapore, building software, electronics, curriculum, and the next generation of coders, makers, and creators. YJ handles partnerships, strategy, and business development, while always making time to teach a few of his favourite programming classes. YJ received his Bachelor's and Master's degrees in Electrical Engineering from Stanford University in the USA, and a Post-Graduate Diploma in Secondary Education from the National Institute of Education in Singapore. Before Tinkertanker, YJ taught computing at Raffles Institution as Curriculum Head for Infocomm Technology, and served as a Senior Head for Policy & Planning at the Higher Education Division in the Ministry of Education, Singapore.

Michael Gonsalves

Mike is a curriculum developer and educator with a degree focused in actuarial science, statistics, and mathematics. He has data science experience as an actuarial analyst, computer science experience as a web consultant, as well as over a thousand hours of classroom time teaching programming and electronics. He's taught and developed lesson plans for ages 5 to 99 in topics and tools as diverse as Python, Data Science, Blockchain, Web, Mobile, Raspberry Pi, Micro:bit, littleBits, and Scratch. Mike graduated from the Wharton School at the University of Pennsylvania in 2006 with a Bachelor of Science in Economics, Cum Laude.

Ariff Munshi

Ariff Munshi specialises in developing web applications and UI designs while also dabbling in graphic design, photography and videography. As a full stack developer he has built multiple web applications for start-up companies, including for his first SAAS startup UserScout.com. His entrepreneurial journey has seen him be part of Southeast Asia's first business accelerator JFDI.Asia and also for PlugAndPlayTechCenter's bootcamp in Sunnyvale, CA. He now spends his time as a co-founder - maintaining the web applications for Magicmon.com and Intuitiflearning.com; and in various teaching/training engagements.

Chouw Fengrun

Fengrun is an IT trainer and freelance network engineer with 8 years of experience educating corporate users and school students about network security and web development. He started out in the semiconductor industry making tiny chips that let your mobile phone connect to WiFi. He eventually left that industry and started his career in network engineering in a local SME and then Singtel Mobile. Nowadays he teaches programming to students and builds secured LAN networks for offices. In between these jobs, he works on backend web development projects for corporate customers. Constantly staying ahead of patches and firmware updates keeps him very busy.

John Su

Instructor, Tinkeracademy

John worked as a teacher, and has been pursuing his love for all things tech ever since. He went on to co-found a startup in which he ran operations and did business development, while developing and maintaining the company website and online store. Currently, John runs coding and robotics classes for students and teachers, touching on the fundamentals of block coding, computational thinking, and systems for IOT. He believes in always looking for a better way through tech.

Christina Daniells

Christina is a Software Engineer with 12 years of experience working in Australia, London and Singapore with multinational companies including Microsoft and Morgan Stanley developing applications in Java and C++. She has a degree in (IT&T) Engineering from the University of Adelaide and an MBA from London Business School.

She is now working as a software instructor in Singapore and is the founder of Learn 2 Code, a business setup to teach students of all ages to code using languages such as Scratch and Python.