Benjamin Goh

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EXPERIENCE

[Seer](#)   May 2023 – Aug 2023
Full Stack Developer, Intern
Technologies used: Auth0, Azure, C#, Docker, Golang, gRPC, MongoDB, NestJS, RabbitMQ, ReactJS, TailwindCSS
• Converted existing in-house video processing modules into microservices in Python.
• Constructed a pipeline for video upload and processing consisting of a proxy server, front and backend.
• Secured proper deployment of all web services on Azure Container Apps and Virtual Machine instances.
• Ensured proper documentation was written and code quality was maintained throughout all commits.

[FoodLine.SG](#)   May 2022 – Dec 2022
Full Stack Developer, Intern
Technologies used: HTML & CSS, Javascript, jQuery, MySQL, NodeJS, PHP, Redis, REST APIs, Socket.IO

• Developed software from the ground up for funds transfer from the company's bank accounts via FAST/Remittance as well as to receive notification for incoming payments.
• Improved existing subscription service to allow charging of customers through previous payment methods.
• Multitude of improvements to internal pages, supporting 6 departments, and external customer pages consisting of code speed up, general feature implementations and bug fixes.

TECHNICAL SKILLS

• Programming Languages: C#, C++, Dart, Golang, HTML & CSS, Java, PHP, Python, SQL, TypeScript
• Technologies: Auth0, Docker, Express.js Flutter, Git, jQuery, JWT, MongoDB, MySQL, NodeJS, NestJS, PostgreSQL, RabbitMQ, ReactJS, Redis, REST, TailwindCSS, UNIX

EDUCATION

Nanyang Technological University, Singapore   Aug 2020 – Nov 2023
Bachelor of Engineering (Computer Science)

PERSONAL PROJECTS

[Self-Driving Playground](#)
A web game where users train a neural network to drive and compete with others.
• Worked on the backend which is built with Express.js as the framework and postgres for the database
• Integrated JWT authentication to ensure user integrity when competing
• Implemented a Telegram bot to broadcast messages to users who are subscribed to an ongoing game

[NTUMods](#)
A website for NTU students to retrieve module and venue information
• Programmed several web scrapers to retrieve public information from NTU pages
• Primarily worked with the frontend component which was made using ReactJS
• Handled some of the backend which used Django as the framework and postgres for the database, allowing simple and robust data handling

AWARDS

• Hack&Roll 2022 Top 8   2022
• Collaborated in a group of 4 to develop a game where 2 players can create their own reinforcement learning model for a playable character to move and shoot targets.