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

- Restructured existing in-house video processing modules into microservices in Python.
- Constructed a pipeline consisting of a Golang proxy server, Redis cache and said microservices for a high throughput and scalable video processing system on the cloud.
- Secured proper deployment of all web services on Azure Container Apps and Cloud Virtual Machine instances.

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 internal scripts 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 and database query 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 – Dec 2023

Bachelor of Engineering (Computer Science)

PERSONAL PROJECTS

NTUMoons

A website for NTU students to retrieve course information and plan modules

- Programmed several web scrapers to retrieve public information from NTU pages which is stored in Firebase
- Allows users to add modules to timetables on a per semester basis with built in timetable generation to find compatible lesson timings
- Utilised Typesense for indexing of module and staff documents for text-based searching with faceted filtering

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

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.