

Calvin Tantio

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EXPERIENCE

Undergraduate Researcher – National University of Singapore, Singapore 06/19 – present (*Python*)

- Research on feasible instructor re-intervention in Massive Open Online Courses discussion forums that promote student learning under National University of Singapore Web Information Retrieval / Natural Language Processing Group

Software Engineering Intern – Garena Online Pvt Ltd, Singapore 12/18 – 05/19 (*Swift, Objective-C*)

- Developed a pipeline for client-side integration test automation for the iOS and QA teams
- Built client-side mock HTTP and TCP servers to ease UI and Unit testing
- Designed the mock HTTP server as a framework that can be used by other projects

Software Engineering Tutor – National University of Singapore, Singapore 08/18 – 11/18 (*Java*)

- Taught Software Engineering principles and Object-Oriented Programming primarily in Java
- Monitored students' coding exercises in the form of Pull Request review

Software Engineering Intern – Dyson Ltd, Singapore 05/18 – 07/18 (*Swift, Arduino / C*)

- Built a prototype for a new product idea on iOS and watchOS platform using MVVM architectural pattern
- Taught myself Apple WatchConnectivity and CoreLocation frameworks
- Spearheaded an Arduino workshop for Dyson employees

iOS Development Tutor – National University of Singapore, Singapore 05/18 (*Swift*)

- Taught the basics of iOS programming through a 4-hour hands-on coding workshop
- Taught MVC architectural pattern, CocoaPods and Firebase Real-time Database

PROJECTS

Dance Moves Determiner (<https://tinyurl.com/ct15-dance>), 08/18 – 11/18 (*Python*)

- Developed a supervised Machine Learning models that takes in various motion sensors readings to determine dance moves by making use of libraries, such as numpy, pandas and scikit-learn

WorkSauce (<https://tinyurl.com/ct15-work>), 08/18 – 11/18 (*PostgreSQL, Node.js, HTML / CSS / jQuery*)

- Created an online platform that connects freelancers and taskers, similar to TaskRabbit, in a team of 4

Bubble Blast Saga (<https://tinyurl.com/ct15-bubble>), 01/18 – 02/18 (*Swift, Firebase*)

- Created a Bubble Mania clone from scratch, including the physics engine, level designer and 2D graphics renderer in 6 weeks
- Taught myself iOS development, MVC architectural pattern and Protocol-Oriented Programming

EDUCATION

National University of Singapore, Singapore, 08/16 – 05/20 (expected)

B.Eng. in Computer Engineering, HONOURS

HONOURS & AWARDS

- Best Project Award for NUS Hack & Roll
- 3rd Prize and Most Practical Hack for NUS IEEE Hackathon
- 1st prize for NUS STePS (Machine Learning Category)
- NUS Orbital Best Advisor Award
- Computer Engineering Dean's List
- ASEAN Undergraduate Scholarship
- MOE School Based Scholarship

LANGUAGES

- English • Chinese • Indonesian • Malay • Korean (Basic)