

Calvin Tantio

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Education

National University of Singapore

Singapore

B.ENG. IN COMPUTER ENGINEERING, HONOURS

Aug. 2016 - May 2020 (expected)

- Current CAP: 4.53 out of 5 (3.62 out of 4)
- Relevant Courses: Machine Learning, Database Systems, Probability and Statistics, Advanced Software Engineering, Real-Time OS

Skills

Most Experienced In iOS Development (Swift, Xcode, CocoaPods), Java, C

Familiar With SQL, NoSQL, Python, Node.js, HTML, CSS, Javascript, C++, Android, Vim, Linux

Work Experience

Garena Online Pte. Ltd.

Singapore

SOFTWARE ENGINEERING INTERN

Dec. 2018 - PRESENT

- Developing a server mock to mimic the communication between the client and the server during UI test

National University of Singapore

Singapore

ADVISED / TEACHING ASSISTANT

Jul. 2017 - Nov. 2018

- Guided incoming Computing freshmen in learning programming methodology during Introduction to Programming Workshop in C
- Taught the basic of iOS programming to NUS Orbital 2018 participants through 4 hour hands-on coding workshop
- Advised and evaluated the progress of 6 teams which worked on Independent Software Development Project under the School of Computing
- Taught Software Engineering and Object-Oriented Programming module for one semester

Dyson Ltd.

Singapore

RESEARCH, DESIGN AND DEVELOPMENT (CONNECTIVITY) INTERN

May. 2018 - Jul. 2018

- Developed a paired watchOS - iOS application and documented the implementation decisions with minimum guidance
- Worked with MVVM architectural pattern, data binding, asynchronous network calls and JSON parsing
- Conducted Arduino workshop directed towards Dyson employees for Forward Dyson initiative

Projects

Dance Moves Predictor (link)

MACHINE LEARNING (SCIKIT-LEARN, PANDAS, RANDOM FORESTS, SUPPORT VECTOR MACHINE)

Aug. 2018 - Nov. 2018

- Use supervised learning algorithms to predict dance moves based on sensor readings
- Collected, cleaned and processed learning data using mainly pandas

WorkSauce (link)

DATABASE SYSTEMS (POSTGRESQL, NODE.JS, HTML, CSS, JAVASCRIPT)

Aug. 2018 - Nov. 2018

- In a team of 4, developed a platform that connects taskers and taskers using PostgreSQL DBMS

Bubble Blast Saga (link)

iOS DEVELOPMENT (SWIFT, XCODE, COCOAPODS)

Jan. 2018 - Feb. 2018

- Learned about iOS development and created a game similar to Bubble Mania from scratch, including the Physics Engine, Level designer and 2D Graphics Renderer with minimum guidance in 6 weeks
- Applied software engineering principles, such as MVC design pattern, Protocol-Oriented Programming, black-box and white-box testings

Honours & Awards

2019 **Best Project Award**, NUS Hack&Roll 2019

NUS Hackers, NUS

2018 **1st Prize**, SoC Term Project Showcase (Machine Learning Category)

SoC, NUS

2018 **Best Advisor Award**, Orbital (Independent Software Development Project)

SoC, NUS

2018 **Dean's List**, Academic Year 2017/2018 Semester 1

FoE and SoC, NUS

2016 **Scholarship Recipient**, ASEAN Undergraduate Scholarship (4 years)

MOE, Singapore

2012 **Scholarship Recipient**, School Based Scholarship (4 years)

MOE, Singapore

Hackathons

NUS Hack&Roll 2019 (link)

Facebook Singapore Office

AWARD RECIPIENT

Sep. 2018

- Created a marketplace for NUS residents' meal credits using web technology and Telegram bot
- Created a fully reactive web app using Firebase Realtime Database, Node.js and React
- Created a Telegram bot using Python that automatically matches buyers and sellers

Facebook Singapore Regional Hackathon 2018 (link)

Facebook Singapore Office

GROUP MEMBER

Sep. 2018

- Created an application that allows event organisers to donate leftover food after events
- Utilised Facebook Messenger to allow photo-taking of the leftover food; and computer vision to estimate the quantity of food in the photos
- Created a website where non-profit organisations can view and request for available leftover food to be delivered to them

NUS IEEE Hackathon 2018 (link)

NUS Faculty of Engineering

GROUP LEADER

Jun. 2018

- Created a phone app that allows users to check the availability of seats in study areas within the campus and book them if they are available
- Created an IoT device using Raspberry Pi and Firebase Realtime Database to detect and save information on the availability of seats