NGO JUN HAO JASON

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EDUCATION

Nanyang Technological University, Singapore Bachelor of Engineering in Computer Science

Aug 2017 - May 2021

Elective Focus: Artificial Intelligence

Minor: Psychology

Honours: Distinction (GPA: 4.46 / 5.00)

EXPERIENCE

DBS Bank

Graduate Associate (Backend Developer)

Jul 2021 - Present

- Joined under the Skill Enhancement Education & Development Programme (SEED) programme
- Technologies used: Spring

Aural-Aid

Software Development Intern

May 2020 - Jul 2020

- Contributed to full-stack development of a website that scrapes for companies' contact information (autoscrape.com)
- Developed a prototype mobile app that serves as a remote control for iris doors
- Technologies used: Django, Bootstrap, Scrapy, Pyppeteer, Flutter, AWS

Omnivision Technologies Singapore

Computer Vision Intern

Aug 2019 - Dec 2019

- Developed a data visualisation website for qualitative analysis of object detection models
- Collected and cleaned more than 10000 images with the help of scripts
- Technologies used: Diango, Bootstrap, D3.is, Nginx, uWSGI

ACADEMIC PROJECTS

Omnivision Technologies Singapore

Joint Industry Final Year Project

Aug 2020 - Jun 2021

- Collected more than 2500 images of Singapore vehicle license plates
- Fine-tuned a license plate detector to achieve average precision of 96.9% at an intersection-overunion threshold of 0.7
- Modified and trained license plate recogniser to achieve accuracy of 97.2%
- Integrated license plate detector and recogniser to get a lightweight and fast license plate recognition system with an accuracy of 96.1%
- Technologies used: MXNet, Tensorflow, LFFD, LPRNet

Undergraduate Research Experience on Campus (URECA)

Aug 2018 - Jul 2019

An Augmented Virtuality Approach To 3D Videoconferencing

- Carried out research on narrowcasting
- Contributed to development of a software for real-time audio transmission in a 3D virtual environment, with narrowcasting-based privacy controls
- Designed and implemented user interface
- Re-implemented logic for select and attend according to specifications
- Technologies used: Unity, Photon Unity Networking, Photon Voice

TECHNICAL SKILLS

Programming Languages (with associated framework / library)

- More proficient in: Java (with Spring), Python (with Django, and various machine learning frameworks), C# (with Unity), Dart (with Flutter)
- · Less proficient in: Javascript, C

Others (varying levels of proficiency)

• HTML, CSS (with Bootstrap), SQL, Git, Linux (Ubuntu only)