NGO JUN HAO JASON

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EXPERIENCE

DBS Bank

Machine Learning Engineer — Aug 2022 – Present

- Developed the preprocessing pipeline for sentiment analysis
- Contributed to the setting of guidelines, processes and standards for the team
- Technologies used: Python

Software Engineer — Jul 2021 – Jul 2022

- Did mainly back end development for a customer relationship management (CRM) website
- Practised test-driven development to deliver modular code with high coverage
- Onboarded newcomers by helping them to get familiar with the code base and coding standards
- Learnt front end development on top of day-to-day tasks
- Technologies used: Java, Kotlin, TypeScript, MariaDB, Spring Boot, React, Karate, Cypress

Aural-Aid

Software Development Intern — May 2020 – Jul 2020

- Worked on a website that scrapes for companies' contact information
- Developed a prototype mobile app that controls iris doors remotely
- Technologies used: HTML, JavaScript, Python, Dart, Bootstrap, Django, Flutter

Omnivision Technologies

Computer Vision Intern — Aug 2019 – Dec 2019

- Built a website for displaying bounding boxes of object detection models
- Collected and pre-processed more than 10000 training images with the help of scripts
- Technologies used: HTML, JavaScript, Python, Bootstrap, Django

EDUCATION

Nanyang Technological University

Bachelor of Engineering in Computer Science — Aug 2017 – May 2021

Honours: Distinction (GPA: 4.46 / 5.00) | Elective Focus: Artificial Intelligence | Minor: Psychology

ACADEMIC PROJECTS

Omnivision Technologies

Joint Industry Final Year Project — Aug 2020 – Jun 2021

- Fine-tuned a license plate detector to get an average precision of 96.9%, for an IOU threshold of 0.7
- Improved upon a license plate recogniser to reach an accuracy of 97.2%
- Created a lightweight and fast license plate recognition system that has an accuracy of 96.1%
- Technologies used: Python, MXNet, Tensorflow

Undergraduate Research Experience on Campus — Aug 2018 – Jul 2019

An Augmented Virtuality Approach To 3D Videoconferencing

- Learnt about narrowcasting and applied it to a proof of concept for 3D virtual meeting apps
- Technologies used: C#, Unity

FAVOURITES

Books:	Clean Code, The Software Craftsman
Practices:	code review, pair programming, refactoring, test-driven development (TDD), continuous integration and continuous delivery (CI/CD)