#### NGO JUN HAO JASON

Email: njhjason@protonmail.com | Github profile: https://github.com/NgoJunHaoJason

### **EXPERIENCE**

#### **DBS Bank**

### Specialist, Graduate Associate – SEED (Machine Learning Engineer)

Aug 2022 - Present

• Learning to be a machine learning engineer

### Specialist, Graduate Associate – SEED (Back End Developer)

Jul 2021 – Jul 2022

- Worked on a customer relationship management (CRM) website
- Wrote clean code driven by unit tests
- Picked up front end development
- 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, Singapore

Aug 2017 - May 2021

# **Bachelor of Engineering in Computer Science**

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
- Worked on a proof of concept for 3D virtual meeting apps
- Technologies used: C#, Unity

#### **FAVOURITES**

Books: Clean Code, The Software Craftsman, The Pragmatic Programmer

Practices: code review, pair programming, refactoring, test-driven development (TDD)