# TSEGA ABEBE

28 College Ave West, Singapore | tsega.abebe@u.yale-nus.edu.sg | +65 84596216 | Linkedin.com/in/tsega-pache

## **EDUCATION**

Yale-NUS College, National University of Singapore

Singapore

B.Sc. (Hons) Mathematical, Computational and Statistical Sciences | Major GPA: 4.5/5

Aug 2021 - May 2025 (Expected)

Relevant Coursework: Data Structures and Algorithms, Software Engineering, Machine Learning, Programming for Data Science, Database Management Systems, Programming Operating Systems, Software Verification and Validation, Computer Networks

**Yale University** New Haven, CT Jan 2024 - May 2024 Exchange program, B.Sc. Computer Science

Relevant Coursework: Al for Future Presidents, Full Stack Web Programming, Object-Oriented Programming, Human-Computer

Interaction (HCI)

#### **PROFESSIONAL SKILLS**

- Languages: Python, C/C++, JavaScript, Java, HTML, CSS, SQL, Ocaml, R, LaTeX
- Cloud/DevOps: Azure, Git/GitHub, Linux, Kubernetes, Flask, Docker, Rest API
- Al/ML: Scikit-learn, Pandas, NumPy, TensorFlow, Keras, PyTorch, RAG, LangChain
- Tools & Methods: MongoDB, React, Postman, Figma, Power Platform, MS Copilot Studio, Agile

#### **EXPERIENCE**

#### Robert Bosch (SEA), Singapore | Al/Cloud Engineer Intern

May 2024 - Present

- Developing an agentic Al chatbot (Teams-integrated) leveraging Azure, Microsoft's Copilot Studio and Power Platform to automate demand workflows (~3000 weekly) via NLP/document uploads and enable real-time request tracking through RESTful APIs.
- Architected and deployed a low-code automation solution that reduced document search time by 70% and estimated saving €500 monthly via OCR and advanced search integration.
- Engineered parallel processing workflow in Power Automate, accelerating survey data processing by 40% for enterprise-scale datasets.
- Created scalable prototypes (POCs) and technical documentation by collaborating with stakeholders to align solutions with enterprise needs, including researching and proposing a ticketing system to streamline support processes.

# Summer Research Program, Yale-NUS College | Software Developer Intern

May 2023 - Jul 2023

- Collaborated in constructing a publicly accessible database of over 150 spectral line detection for galaxies (Website).
- Engineered a responsive and elegant pagination component for the database web interface. Enhanced user experience by dynamically loading galaxy datasets on demand, optimizing website speed and efficiency by 50%.
- Integrated a feature leveraging JavaScript, enabling about 500 users to export search results in CSV format.
- Guided CI/CD processes including rigorous testing, debugging, deployment, and maintenance of changes, ensuring seamless interaction with nearlyfreespeech.net hosting service.

# eGROCERY Web Application, Yale-NUS College | Software Architect

Jan 2023 - Apr 2023

- Authored an extensive SRS document for our final project following IEEE standards, detailing the software's functionalities and serving as a critical reference for all stakeholders, which resulted in a 40% faster development cycle.
- Architected a robust backend infrastructure with the Flask framework, focusing on performance, scalability, and security.
- Designed a MongoDB database and implemented a comprehensive set of RESTful API endpoints for dynamic inventory and user management that can handle over 10,000 products and 1,000 users.
- Directed the project with daily Scrum meetings, followed Agile methodology and used GitHub for CI/CD processes (GitHub).

#### **PROJECTS**

## Sentiment Analysis Using Deep Learning (Report)

- Developed a deep learning (NLP) model with TensorFlow, capable of predicting 27 fine-grained human emotions from textual data, significantly advancing sentiment analysis capabilities.
- Experimented with multiple neural network architectures, including DNN, LSTM, and CNN, to refine and evaluate model performances, with the CNN model attaining a 60% prediction accuracy on the GoEmotions dataset from Kaggle.

#### Santorini Game Implementation with Design Patterns (Github)

- Built a CLI version of the Santorini board game by applying design patterns (Strategy, Observer, Command) to create a modular and maintainable codebase.
- Incorporated AI opponents with heuristic-based decision-making; implemented a scoring system and undo/redo functionality.

#### Gesture-Controlled Feedback System (Demo)

• Led a team of four in developing an interactive system using Kinect Azure motion sensor to capture hand gestures, allowing students to rate lectures on a scale of 1-10, providing real-time feedback to professors. Won Class Choice Award for my HCl class at Yale.

#### **LEADERSHIP & OTHER EXPERIENCE**

# The Afro Society, Yale-NUS College | President

Aug 2022 - Present

• Spearheaded cultural, diversity, and professional engagement initiatives, including 8+ panel discussions, 5 dinner programs, and workshops (50+ attendees), driving a 40% increase in community participation among International students and professionals.

## College Digital Archives, Yale-NUS College | Student Associate Senior Lead

Jan 2022 - Present

• Manage metadata for 56,000+ digital archive items, overseeing creation, validation, and quality control, while supervising and training a team of 6 student associates in Agile workflows, reducing metadata errors by 30%.