Edan Loh Zheng Rui

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Education

Nanyang Technological University

Aug 2022 - Present

Bachelor of Engineering (Hons) in Computer Engineering

Singapore

- Expected Honours, Cumulative GPA: 3.64 (Merit)
- **Relevant Coursework**: Data Structures and Algorithms (C), Introduction to Data Science (Python), Object Oriented Programming (C++/Java)

Experience

BrainHack 2024 TIL-AI | Skills: Automatic Speech Recognition, Natural Language Processing, Vision-Language Model May 2024 - Jun 2024

- Developing an AI algorithm to interpret images and spoken commands for turret operation by individuals without military training..
- Learnt to use Automatic Speech Recognition with Natural Language Processing to process audio recordings and use Vision-Language Model to process images.

Mount Elizabeth Novena Hospital | Skills: Microsoft Excel spreadsheet

Mar 2022 - May 2022

Administrative Assistant (Business Office)

- Facilitated communication with patients and their families regarding financial matters, ensuring clarity and understanding of financial responsibilities.
- Attained proficiency in utilizing Excel spreadsheets for data entry, analysis, and organization through self-directed learning.

Projects

Retro Pokemon-Style Game | Skills: JavaScript, HTML5, CSS

Jun 2024 - Jun 2024

- Developed a simple JavaScript game to explore the inner workings of the Pokémon game, aiming to evoke nostalgia while understanding its mechanics.
- Learned to use JavaScript in conjunction with HTML5 and CSS to create interesting battle animations for the gameplay

DressSense.AI Application | *Skills: React Native, JavaScript, Python, Firebase*

Jan 2024 - May 2024

- Led a team of 6 and developed DressSense AI, an innovative app utilizing AI to provide personalized outfit suggestions, virtual wardrobe organization, real-time shopping recommendations, and seasonal style tips, transforming how users choose their outfits.
- Learnt to use JavaScript & React Native for the frontend development and Python & Firebase for the backend development of the application
- Developed the software using the Agile framework for iterative development

Camp Application Management System | Skills: Java, JSON, Visual Paradigm

Aug 2023 - Nov 2023

- Led a team of 4 and developed a comprehensive Camp Management System for my Object-Oriented Programming
 project, enhancing the efficiency of camp operations by managing camper registrations, scheduling activities, and
 tracking resources.
- Learnt to extract data from Text files and transform them into JSON format, using it as a makeshift database.

• Leveraged OOP principles, like the SOLID principle, to create a robust and scalable solution with the help of a Class Diagram during the planning phase.

Leadership & Involvement

Nanyang Technological University

Aug 2022 - Aug 2023

Hall 16 Committee

- Facilitated Hall 16's Freshmen Orientation Camp 2023 as part of the Programmes Committee.
- Served as a Residential Affairs Subcommittee Member at NTU Hall 16, contributing significantly towards enriching the hall experience and cultivating a cohesive community atmosphere.

Singapore Armed Forces

Jan 2020 - Nov 2021

Specialist/Trainer as an Armament Technician (Bionix)

- Led a section of 13 soldiers and provided comprehensive training in mechanical works for tank systems, ensuring optimal team readiness and performance when activated.
- Trained in operating a Bronco All Terrain Tracked Carrier, securing a Bronco specific military license.

Skills & Interests

Technical Skills: Java, Python, C, HTML, CSS, JavaScript, Firebase, Microsoft Excel, Basic Accounting

Certifications: FPGA computing systems: Background knowledge and introductory materials (Politecnico di Milano)

Languages Spoken: English, Mandarin

Hobbies: Travelling, Gym, Music, Sports, Nutrition