

Brendan Ang Wei Jie

brendanawjang@gmail.com | [Website](#) | [Github](#) | [LinkedIn](#)

Education

**Nanyang
Technological
University**

2020-2024

**Bachelor of Engineering in Computer Science | Bachelor of
Business in Business Analytics**

GPA: 4.77/5.0 | Dean's List 2021 Business | Technical Director, Open Source Society

Work Experience

IoT Engineer Intern

Beep Technologies
06/2023 - 11/2023

Developed new features and maintained stability of an Android IoT payment application in **Java** and **Kotlin**.

Profiled applications and implemented changes to reduce memory resource footprint.

Software Engineer Intern

Shopee
08/2022 - 12/2022

Built and designed features for an automatic script in **Go** for internal API failure detection, verdict and reporting, helping to increase the failure reporting efficiency for the Order team.

Detected and coordinated fixes for API bugs, improving UAT environment stability rates from **60% to 90%**.

Full Stack Developer Intern

Scoot
05/2022 - 07/2022

Developed frontend features in **Angular** to allow customers to change flights and review their booking as part of the internet booking engine.

Fixed bugs in API endpoints using **.NET C#**.

Projects

Semantic Search Plugin

Personal Project
[Github](#)

Built a tool in **Rust** and **TypeScript** supporting semantic search for Obsidian.md, a popular note taking application.

Implemented a simple interface and algorithm allowing users to convert their notes into tokenizable sections, and use OpenAI's embedding API to create embedding vectors for semantic search.

NTU DownDetector

NTU Open-Source
Society Project
[Github](#) - [Website](#)

Led a student developer team of 6 people in building a status reporting and monitoring web application for school services to improve the visibility of important student services such as internet and printing availability.

Used **JavaScript** and **SQL** to develop a minimum viable product which allowed students to authenticate, view data charts and report their issues.

Skills

Vim | Rust | Java | Javascript | Go |