

# TAN WEI QIANG BENJAMIN

+65 8145 6842 | [benjamin.tan@outlook.sg](mailto:benjamin.tan@outlook.sg) | <https://www.linkedin.com/in/tanweiqiang/> | <https://btwg97.github.io/>

## EDUCATION & QUALIFICATION

**Bachelor of Engineering (Electrical Engineering), National University of Singapore (NUS)** **AUG 2018 – JUN 2022**  
• Grade: **Honours (Distinction)**; Specialisation: **Internet of Things**

## WORK EXPERIENCE

**Government Technology Agency (GovTech), Singapore**  
*Associate Systems Engineer* **JUN 2022 - PRESENT**  
• Integrate different sub-systems together under the deployment team.

## INTERNSHIP EXPERIENCE

**Sustainable Living Lab, Singapore**  
*AI for Citizen Program Trainer* **FEB 2022**  
• Taught Secondary school students to program an AlphaMini robot using the "Alpha Mini" mobile application.  
*AI for Youth Program Trainer* **AUG 2021 – JAN 2022**  
• An enrichment program for Secondary and Junior College students to promote youth's interests in Artificial Intelligence.

**Hydroleap Private Limited, Singapore**  
*Internet of Things Engineer Internship* **MAY 2021 – JUL 2021**  
• Developed an in-house Python script to act as a Gateway to stream data from edge sensors to the cloud over ModbusTCP.  
• Maintained a time-series database using AWS Timestream Cloud.  
• Visualisation of time series data and alerts page over a dashboard created using AWS QuickSight and Grafana.

**Raffles Learning Lab, Singapore**  
*Frontend Development Instructor* **JAN 2021 – MAY 2021**  
• Taught students basic frontend frameworks such as:

- HyperText Multimedia Language (HTML) and Cascading Style Sheet (CSS).
- Public hosting of a personal website on Github Pages.
- Creating a website using Graphical User Interface (GUI) such as Google Sites.

• Created easy-to-digest notes and provided timely feedback on students' works to facilitate learning.  
*Game Design Instructor* **JUL 2020 – DEC 2020**

• Taught students basic design frameworks such as:

- Rendering of graphics, audio modules, in-game text, etc using Simple and Fast Multimedia (SFML) library.
- Basic Object-Oriented Programming (OOP) concepts to store in-game information such as game states.

• Created easy-to-digest notes and provided timely feedback on students' works to facilitate learning.  
**Resync Technologies Private Limited, Singapore**  
*Internet of Things Engineer Internship* **MAY 2020 – DEC 2020**  
• Added the following functionalities to the company's existing firmware:

- Symmetrical key cryptography using the AES 128 standard to securely transfer data from edge devices to the cloud.
- Added cloud to device control methodology using MQTT and JSON API.

• Wrote Python script to automate email subscription service to alert clients of any anomaly in the data points collected.  
• Testing and installation of smart sockets and smart energy meters on-site.

## FINAL YEAR PROJECT

**EE4002D Design Capstone** **AUG 2021 – APR 2022**  
• Project Title: OnSight – Navigational Aids for the Visually Impaired (VIs).  
• Objective: With as little human assistance as possible, OnSight aims to navigate the VIs in an indoor environment.  
• Finding: Mobile phone plays an important role in helping the VI in their day-to-day activity. We want to incorporate indoor navigation into their mobile devices for a seamless experience.  
• Proposed Solution: We used Bluetooth Low Energy to for indoor localisation (trilateration) and an in-built magnetometer to estimate VI's orientation. A suggested direction will be generated and passed onto the VI using haptic feedback.  
• Tech Stack: Flutter and DynamoDB

## LEADERSHIP EXPERIENCE

**AIESEC in NUS, Singapore**  
*Team Leader (Marketing), Global Information Session 2019* **SEP 2019**  
• Planned and executed marketing strategies to promote AIESEC Volunteering Projects to the NUS student body.  
*Team Leader (Logistics, Finance and Admin Matters), August Recruitment Organising Committee 2019* **JUN 2019 – AUG 2019**  
• Negotiated with external companies for product and cash sponsorships.  
**Engin' Club, Singapore**  
*Head of Programs (Games, Academics, and Finale), Engin' O'Week 2019* **MAY 2019 – JUL 2019**  
• Oversaw 3 sub-groups and executed a freshmen orientation camp with over 900 participants.

## RELEVANT CERTIFICATIONS / AWARDS

**EE4002D FYP Poster Design 2022** **APR 2022**  
Result: 3<sup>rd</sup> Place Credentials: [https://btwg97.github.io/assets/certs/poster\\_design.pdf](https://btwg97.github.io/assets/certs/poster_design.pdf)  
**Database Management Essentials** **JUN 2021**  
Credentials: <https://www.coursera.org/account/accomplishments/certificate/8EWQUZVEMKB2>  
**Google Cloud Platform Big Data and Machine Learning Fundamentals** **JAN 2021**  
Credentials: <https://www.coursera.org/account/accomplishments/certificate/P6N5YW2MTQH9>  
**NUS iDP Ideathon -- Ideate 2020 | Team: CAMmunication** **AUG 2020**  
Result: 1<sup>st</sup> Place (out of 85 participants) Credentials: <https://ideate2020.devpost.com/project-gallery>