

# TAN WEI QIANG BENJAMIN

HP: +65 8145 6842 | E-mail: [benjamin\\_tan@u.nus.edu](mailto:benjamin_tan@u.nus.edu) | <https://www.linkedin.com/in/tanweiqiang/> | <https://btwq97.github.io/>

## EDUCATION & QUALIFICATION

<b>Bachelor of Engineering (Electrical Engineering), National University of Singapore (NUS)</b>	<b>AUG 2018 – PRESENT</b>
<ul style="list-style-type: none"><li>Specialisation: Internet of Things.</li><li>Industrial Tracks: 5G and Next Gen Networks and Advanced Electronics.</li></ul>	

## JOB EXPERIENCE

<b>Internet of Things Engineer Internship</b>	<b>MAY 2021 – JUL 2021</b>
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- Created an in-house application to replace popular modbus testing tool (Modpoll) for data collection and testing using Python.
- Created data pipeline to store raw data in AWS Timestream cloud.
- Visualisation of data using AWS Quicksight and AWS Managed Grafana.
- Miscellaneous: documentations for proper handover, procurement of hardware products from Chinese manufacturers and data entry.

<b>Coding Tutor Freelance</b>	<b>JUL 2020 – MAY 2021</b>
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- Delivered clear and easy-to-digest contents to students from age 7-15 with weekly notes.
- Course 1: Indie Game Design:
  - Used open-source library (SFML) for the rendering of window, graphics, and audio modules.
  - Created classical games such as Tetris and Race Car.
- Course 2: Basic Frontend Development:
  - Used HTML and CSS to design and build websites using open-source templates.
  - Created sub-domains using Github to make website public.
  - Used modern web design tool such as Google Sites to create websites using GUI method.

<b>Internet of Things Engineer Internship</b>	<b>MAY 2020 – DEC 2020</b>
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- Revised and updated company's firmware applications in Linux Operating System (OS).
- Improved cloud to device control methodology from using SSH to MQTT JSON API.
  - Added cryptography functionality (AES 128) using openssl for secure JSON string transfer.
- Wrote a Python script to automate email subscription services.
- Hardware testing of smart sockets:
  - Data collection using MQTT, storing of data locally using sqlite3 and visualisation of data using matplotlib.
- Miscellaneous: procurement of hardware products from Chinese manufacturers.

## RELEVANT COURSEWORKS

<b>CS2040C Data Structures and Algorithms</b>	<b>AY20/21 S2</b>
<ul style="list-style-type: none"><li>Learning fundamental data structures and algorithms concepts.</li></ul>	
<b>EE2028 Microcontroller Programming and Interfacing</b>	<b>AY19/20 S1</b>
<ul style="list-style-type: none"><li>Programmed LPC 1769 ARM Cortex M3 Baseboard using NXP LPCXpresso (C programming and ARM Assembly language).</li></ul>	
<b>CS1010E Programming Methodology</b>	<b>AY19/20 S1</b>
<ul style="list-style-type: none"><li>Learnt fundamental programming concepts in Python.</li></ul>	
<b>EE2026 Digital Design</b>	<b>AY18/19 S2</b>
<ul style="list-style-type: none"><li>Programmed Digilent Basys 3 FPGA Baseboard using Xilinx Verilog (C programming).</li></ul>	

## LEADERSHIP EXPERIENCE

<b>AIESEC in NUS   Global Information Session 2019   Team Leader (Marketing)</b>	<b>SEP 2019</b>
<ul style="list-style-type: none"><li>Planned and executed marketing strategies to promote AIESEC Volunteering Projects to the NUS student body.</li></ul>	
<b>AIESEC in NUS   August Recruitment OC 2019   Team Leader (Logistics, Finance and Admin Matters)</b>	<b>JUN 2019 – AUG 2019</b>
<ul style="list-style-type: none"><li>Negotiated with external companies for product and cash sponsorships.</li></ul>	
<b>Engin' Club   Engin' O'Week 2019   Head of Programs (Games, Academics and Finale)</b>	<b>MAY 2019 – JUL 2019</b>
<ul style="list-style-type: none"><li>Oversaw 3 sub-groups and executed a freshmen orientation camp with over 900 participants.</li></ul>	
<b>Electrical and Computing Engineering (ECE) Club   Impetus Camp 2019   Organising Committee</b>	<b>MAY 2019 – JUL 2019</b>
<ul style="list-style-type: none"><li>Assisted with the execution of the games and logistical matters during orientation camp.</li></ul>	

## RELEVANT CERTIFICATIONS / AWARDS

<b>Database Management Essentials</b>	<b>JUN 2021</b>
<ul style="list-style-type: none"><li>Credentials: <a href="https://www.coursera.org/account/accomplishments/certificate/8EWQUZVEMKB2">https://www.coursera.org/account/accomplishments/certificate/8EWQUZVEMKB2</a></li></ul>	
<b>Google Cloud Platform Big Data and Machine Learning Fundamentals</b>	<b>JAN 2021</b>
<ul style="list-style-type: none"><li>Credentials: <a href="https://www.coursera.org/account/accomplishments/certificate/P6N5YW2MTQH9">https://www.coursera.org/account/accomplishments/certificate/P6N5YW2MTQH9</a></li></ul>	
<b>NUS iDP Ideathon -- Ideate 2020   Team: CAMmunication</b>	<b>AUG 2020</b>
<ul style="list-style-type: none"><li>Topic: Innovate ways to improve remote collaboration (link: <a href="https://ideate2020.devpost.com/">https://ideate2020.devpost.com/</a>).</li><li>Solution: A software application that uses computer's camera to scan and predict emotions through Artificial Intelligence and Machine Learning Algorithms.</li><li>Result: 1<sup>st</sup> Place (out of 85 participants) Credentials: <a href="https://ideate2020.devpost.com/project-gallery">https://ideate2020.devpost.com/project-gallery</a></li></ul>	

## RELEVANT SKILLS

- Hard skills:
  - Linux OS and command line interface.
  - C / C++ (for embedded systems and scripting).
  - Python (for scripting).
- Proficient in English and Chinese (simplified) languages.
- Comfortable with the use of collaboration tools such as Gitlab, Google Drive, Slack and Jira.