TAN WEI QIANG BENJAMIN

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EDUCATION & QUALIFICATION

Bachelor of Engineering (Electrical Engineering), National University of Singapore (NUS)

AUG 2018 - PRESENT

Specialization: Internet of Things; Industrial Tracks: 5G and Next Gen Networks and Advanced Electronics.

JOB EXPERIENCE

Sustainable Living Lab

AI for Citizen Program Instructor

FEB 2022 - PRESENT

A Values-in-Action (VIA) program for Secondary school students to program an AlphaMini robot.

Al for Youth Program Instructor

AUG 2021 - JAN 2022

An enrichment program for Secondary and Junior College students to promote youth's interests in Artificial Intelligence.

Internet of Things Engineer Internship | Hydroleap Private Limited

MAY 2021 - JUL 2021

- Developed a Python script to replace the popular Modbus testing tool (Modbus Poll) for data collection and testing.
- Created a data pipeline to AWS Timestream Cloud using AWS SDK for storage and visualization.
- Visualized data collected using AWS Quicksight and AWS Managed Grafana to track devices' health conditions in real-time. Dashboards would also trigger alerts according to the user's setpoints.
- Miscellaneous: documentations for proper handover, procurement of hardware products and data entry.

Raffles Learning Lab

Basic Frontend Developer Instructor

JAN 2021 - MAY 2021

- Taught students how to create their own websites and host them on GitHub using a sub-domain.
- Provided students with alternative modern web design tools such as Google Sites to create websites using the Graphical User Interface (GUI) method.
- Gave timely feedback to students' works via email and created easy-to-digest weekly notes to facilitate learning.

Basic Game Developer Instructor

JUL 2020 - DEC 2020

- Used an open-sourced library called Simple and Fast Multimedia Library (SFML) for the rendering of application window, game graphics, and audio modules so students can have hands-on experience creating classical games such as Tetris and Race Car games from scratch.
- Provided timely feedback to students' works via email and created easy-to-digest weekly notes to facilitate learning.

Internet of Things Engineer Internship | Resync Private Limited

MAY 2020 - DEC 2020

- Revised the company's firmware applications in Linux OS by adding the following functionalities into the system:
 - Added cryptography functionality (AES 128) using OpenSSL to securely perform data transfer between devices.
 - Improved cloud to device control methodology from using SSH to MQTT JSON API.
- Wrote a Python script to automate email subscription services to alert customers of any anomaly in data collected.
- Data collection from smart sockets using MQTT, storing and visualization of data using sqlite3 and matplotlib respectively.
- Miscellaneous: procurement of hardware products and documentations for proper handover.

RELEVANT COURSEWORK

CS2040C Data Structures and Algorithms

AY20/21 S2

Learning fundamental data structures and algorithms concepts.

EE2028 Microcontroller Programming and Interfacing

AY19/20 S1

Programmed LPC 1769 ARM Cortex M3 Baseboard using NXP LPCXpresso (C programming and ARM Assembly language).

CS1010E Programming Methodology

AY19/20 S1

Learned fundamental programming concepts in Python.

EE2026 Digital Design

AY18/19 S2

Programmed Digilent Basys 3 FPGA Baseboard using Xilinx Verilog (C programming).

LEADERSHIP EXPERIENCE

AIESEC in NUS | Global Information Session 2019 | Team Leader (Marketing)

SEP 2019

Planned and executed marketing strategies to promote AIESEC Volunteering Projects to the NUS student body.

AIESEC in NUS | August Recruitment OC 2019 | Team Leader (Logistics, Finance and Admin Matters)

JUN 2019 - AUG 2019

Negotiated with external companies for product and cash sponsorships.

Engin' Club | Engin' O'Week 2019 | Head of Programs (Games, Academics and Finale)

MAY 2019 - JUL 2019

Oversaw 3 sub-groups and executed a freshmen orientation camp with over 900 participants.

Electrical and Computing Engineering (ECE) Club | Impetus Camp 2019 | Organising Committee

MAY 2019 - JUL 2019

Assisted with the execution of the games and logistical matters during orientation camp.

RELEVANT CERTIFICATIONS / AWARDS

Database Management Essentials Credentials: https://www.coursera.org/account/accomplishments/certificate/8EWQUZVEMKB2 **JUN 2021**

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: 1st Place (out of 85 participants) Credentials: https://ideate2020.devpost.com/project-gallery

RELEVANT SKILLS

- Hard skills:
 - Scripting 0
 - Command line interfaces 0
 - C / C++ / Python

- Proficient in English and Chinese (simplified) languages.
- Comfortable with the use of collaboration tools such as Gitlab, Google Drive, Slack, and Jira.