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REUBEN D. C. NG

EDUCATION

UNIVERSITY OF SOUTHAMPTON

MEng Electronic Engineering with Artificial Intelligence
[September 2014 – June 2018]

Fourth Year

- Advanced Machine Learning, Computational Finance, Advanced Computer Vision, Intelligent Agents, Evolution of Complexity

Third Year

- Machine Learning: 74, Engineering Management and Law: 75, Computer Vision, Computational Biology: 82, Computer Graphic: 78

Second Year

- Electronic Design: 77, Devices: 77, Maths for EEE II

First Year

- Programming: 71, Electronic Circuits: 73, Digital Systems and Microprocessors: 72

PROJECT EXPERIENCE

PLAYING VIDEO GAMES WITH REINFORCEMENT LEARNING

[November 2016 – present]

Training agents to play classic video games using only raw pixel values as input with deep reinforcement learning. Trained agents were able to achieve superhuman performance.

WEB CONTROLLED ROLLING ROBOT DESIGN EXERCISE SPONSORED BY BAE SYSTEMS

Prize Winner [March 2016]

Robot movement controlled gyroscopically via a webpage GUI. Camera, temperature sensor, accelerometer, light sensor, buzzer and motors connected with IoT framework WebIOPi on Raspberry Pi. Live sensor feedbacks and first person video feed streamed on to the GUI.

IBM'S MASTER THE MAINFRAME CONTEST 2015

Part 2 Prize Winner

[November 2015]

Programming and debugging mainframe programs.

SKILLS

- C, C++, Java, MATLAB, Python, LaTeX
- OpenIMAJ (Computer Vision Libraries), OpenGL
- SystemVerilog (Hardware Description Language)

Native/Bilingual Proficiency

- English, Mandarin Chinese, Cantonese

Working Proficiency

- Malay