

EZRA TIO



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ABOUT ME

I am adaptable and can quickly grasp new concepts and data structures. I am also valuable in group projects and often contribute by generating ideas or providing leadership. I always seek to challenge myself to reach new heights.

EDUCATION



- Year 2 Computer Science student
- National University of Singapore
- Pursuing a career in software engineering, with a focus on Artificial Intelligence

MY PROJECTS



BetterChess (React, Chakra-UI, Firebase, WebRTC)

BetterChess is a Chess-playing website that offers more immersive gameplay through advanced interaction between players, such as video calling and in-game chat. It also implements a reward system for games to incentivise users to play more. Other features include a full suite of community creation tools and a customisable messaging board.

AI Art Gallery (React, NextJS, Chakra-UI, Framer-Motion)

As artificially generated artwork becomes more popular with models such as DALL-E 2, Midjourney and Stable Diffusion, I wanted a site where I could store my generations for future reference and hone my site-building skills. As a result, I created a small gallery built on NextJS for this purpose. It is dynamic and responsive for both desktop and mobile screen resolutions. It follows standard software engineering practices such as accessibility checks and storing images in modern image formats to increase load times and minimise network payload.

Dinosaur Detector (Huggingface, fast.ai, React)

My first foray into machine learning was with fast.ai's easy-to-learn framework. Using fast.ai's "resnet50" image learning resource, I trained a model on dinosaur (and non-dinosaur) pictures. I then uploaded the model onto Huggingface as a new space, which functioned as the backend for my site. I built the front-end of my site using create-react-app and MaterialUI, which provided a clean interface for users to upload their images. The model is reasonably accurate, but I aim to continue refining it as I pick up new skills and techniques!

PROGRAMMING LANGUAGES

ADVANCED



BASIC



FRAMEWORKS

ADVANCED



BASIC



TOOLS AND SOFTWARE

ADVANCED



BASIC

