

MAH HAO JUN

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EDUCATION

National University of Singapore

Bachelor of Computing

Major in Computer Science

Cumulative GPA: 4.63/5, First Class Honors

Relevant Coursework: Software Engineering; Data Structures and Algorithms; Programming Methodology

Singapore
Expected June 2028

Nanyang Junior College

Rank Point: 88.75/90

Singapore
Jan 2020 – Dec 2021

WORK EXPERIENCE

Toppan Ecquaria

Software Engineering Intern

Singapore
May 2025 – Jul 2025

- Designed and integrated RAG pipelines and AI agents with a team of 6 into enterprise products used by 10+ companies, enhancing product capabilities and driving adoption of AI features in said products.
- Enhanced an AI lip dubbing system by leveraging open-source audio models such as Kokoro and the LatentSync lip-sync model, enabling multilingual AI video dubbing solutions sold at \$5,000 per license.
- Refactored and modernized multiple web applications using React and FastAPI, improving UI performance, scalability, and production-readiness for deployment across the Toppan Next Group's 2,000 users.

Lyza Education

Programming Instructor & Syllabus Development

Singapore
Mar 2024 – May 2024

- Developed a coding curriculum with a team of 5 with strong emphasis on python.
- Co-taught classes of 10 fundamentals of python and programming.

Millenium Timepieces

Freelance Software Developer

Singapore
Feb 2024 – Jun 2024

- Commissioned to build an inventory tracker for watches; Inventory tracker is used to handle 50+ transactions.
- Developed tracker with React, Node.JS, PostgreSQL and hosted on Vercel.
- Wrote functional specification of inventory tracker with founder.

PROJECTS

GroceryPicker, Independent Software Development Project (Orbital – Apollo 11 Level)

May 2025 – Jul 2025

- Built an Android application that returns the best prices for each grocery out of every major supermarket, allowing users to minimize spending with ease.
- Implemented rigorous and scheduled web scraping of supermarket groceries with Playwright hosted on GCP to obtain a database of 50k groceries.
- Developed an accurate RAG enhancement to LLM to allow sieving of cheapest groceries and semantic search.
- Tech Stack: React Native, Node.JS, PostgreSQL, Nativewind.

Aimlabs & Parkour

May 2024 – Jul 2024

- Built a 3D shooting trainer and parkour game.
- Designed and implemented a game engine for the game using OpenGL written in C++.

Hackathons: NUS Hack&Roll, NUS Datathon, SMUBIA Datathon

EXTRACURRICULAR ACTIVITIES

NES START Phase 1

Aug 2025 – Present

- Entrepreneurship startup programme where selected aspiring entrepreneurs gather to share and learn about start-ups.

Software Engineer @ Developer Group @ NUS

Aug 2025 – Present

Software Engineer @ NUS Fintech Society

Aug 2025 – Present