TAN JIA HAO ISAAC

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EDUCATION

NANYANG TECHNOLOGICAL UNIVERSITY Aug 2022 - Jun 2026 (Expected)

Bachelor of Engineering (Computer Engineering)

- CGPA 4.30 (Accelerated Bachelor Programme)
- Relevant coursework: Introduction To Data Science And Artifical Intelligence, Object Oriented Design And Programming, Data Structure & Algorithms, Algorithm Design & Analysis, Software Engineering

RIVER VALLEY HIGH SCHOOL Jan 2014 - Dec 2019

GCE A Levels

SKILLS

Technical Skills Git, Python (Pandas, NumPy, Scikit-learn, Seaborn, Selenium), C, Java, React, Node, Express, MongoDB, SQL, Photoshop, Lightroom, InDesign

PROJECTS

Telegram Timetable AI Bot Feb 2024

- Developed a Telegram bot in Python, employing prompt engineering on OpenAI's GPT-4 API to assist users in planning their daily activities.
- Implemented functionality to input activities in various formats, including duration or specific time periods.
- Created for NTU TechFest Hackathon 2024.

Ecommerce Website Project Jan 2024 - Present

- Using React for the frontend, learnt how Express and NodeJS interacts with the frontend. Integrated MongoDB for database management.

Portfolio Website Dec 2023

- Developed a personal website using React framework to showcase professional portfolio, projects, and skills.
- Keeping in mind responsive web design.

NTU STARS Bot Nov 2023

- Automated process of securing desired class timetables using Selenium and Python scripting.
- Utilised browser automation to navigate through the NTU STARS system and register for specific modules.
- Successfully secured desired class timetables through efficient sniping of popular module time slots.

School Camp Management System Aug 2023 - Nov 2023

- Developed a command-line interface application in Java to streamline management of school camps.
- Utilized the Apache library for efficient data manipulation and storage.
- Demonstrated proficiency in object-oriented programming principles by collectively ensuring a well-structured and scalable project architecture, reflecting the joint efforts of our group.

Steam Game Quality Predictor Jan 2023 - May 2023

- Leveraged Pandas, NumPy, Scikit-learn, and Seaborn to develop a predictive model collaboratively within a team of three members.
- Explored various machine learning algorithms including logistic regression, decision trees, and random forest.
- Determined that conducting cross-validation grid search on a random forest model with balanced sampling yields optimal predictive performance on the dataset.