

natalietay

aspiring computer engineer

online

✉ nat@lie.sg
fb://natalie.tsw
nattsw@github
natalietsw@linkedin

languages

english (proficient)
mandarin

programming

♥ C#
C
C++
Objective-C
Java (Android)
VHDL
JavaScript
Assembly

technical skills

HTML & CSS
L^AT_EX
Git
AutoCAD
Database
Administration

about

♀ Tay Shu Wen, Natalie
✉ 434 Clementi Ave 3, Singapore 120434

♂ DOB: 16/11/1989
☎ (+65) 86123211

experience

- | | | |
|---------------|---|-------------------|
| 12 2012 - now | ST Electronics (Info-Comm)
Defence Electronics Division <ul style="list-style-type: none">Built a web server in C on an Atmel AVR UC3 microcontrollerHandled high speed graphics renderingProject requirements analysis and solution sourcingBuilt a high level site scraper | Software Engineer |
| 12 2011 | ST Electronics (Info-Comm)
Defence Electronics Division
Continued work on R&D project with Defence Electronics Division | Assoc Engineer |
| 06 - 08 2011 | ST Electronics (Info-Comm)
Defence Electronics Division
Worked on R&D project which required: <ul style="list-style-type: none">Extensive knowledge on Human-Computer InteractionOptimisation of computer memory useRadio communications protocolsPresentation skills | Assoc Engineer |
| 04 - 08 2009 | ST Electronics (Info-Comm)
Defence Electronics Division
Was introduced and recommended to work on project: <ul style="list-style-type: none">Search and sort of large dataCategorisation of informationInterfacing with several communications equipment | Software Engineer |

education

- | | | |
|-------------|--|---|
| 2009 - 2012 | Bachelors of Engineering (BEng)
Major in Computer Engineering | National University of Singapore |
| 2006 - 2009 | Diploma in Electronics and Computer Engineering
Diploma with Merit | Ngee Ann Polytechnic, Singapore |
| 2005 | GCE 'O' Levels | Clementi Town Secondary School, Singapore |

Notable Projects

- | | |
|------|--|
| 2012 | Mobile Ground Station for Unmanned Aerial Vehicles
A Ground Control Station built on the iPad (iOS 6) interfacing for a custom UAV. The UAV took part in the DARPA UAVForge competition. Communication was via Wi-Fi and 3G. |
| 2012 | Social Care Assistance Network
Social Network for Android (V15, Ice Cream Sandwich) devices, developed for aiding in quick response to non-emergency situations. Involved the usage of an indoor localization server capable of pinpointing indoor location via power signal of network device. |
| 2012 | Networked Bomberman
A multiplayer clone of the classic Bomberman for the browser and Blackberry Playbook made using CraftyJS (JS game engine) and NodeJS. Drew graphics and implemented game logic. |
| 2010 | i8051 Sequencer
Designed the 8051 sequencer which contains the algorithm for implementing assembly instructions of the Intel 8051 in the Industry Standard Architecture. Used the Spartan 3A Evaluation Kit (FPGA) to test the sequencer logic in VHDL. |
| 2009 | eSuite
A web-based control system in C# to remotely control and monitor the activities of an indoor environment. Sensor boards, logic circuits, and motor drivers were built from scratch. The suite features audio-video transmission, motion detection, temperature sensors, automatic triggers and alarms via SMS or email. |

Groups

- | | | |
|------|--|----------|
| 2014 | R User Group
Avid interest in R Language due to its wide usage by statisticians, for data mining and analysis. | Attendee |
|------|--|----------|

interests

uavs, machine learning, information visualisation, arduinos, inline skating, reading, gaming