Ryan Teo

A brief introduction to me: https://portfolio-2025-delta-six.vercel.app/

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Experience

SEP 2020 – FEB 2021

Security Operations Center Analyst • Housing & Development Board

- Daily operational work (intelligence collection & domain fraud monitoring).
- Developed an automated cyber threat intelligence collection system.
- Automated and enhanced existing domain fraud detection system to minimize the manual labor required for the security analysts.
- Produced user guide for newly implemented system.

Projects

Virtual Workspace (https://portfolio-2025-delta-six.vercel.app/)

- Visit my virtual workspace😄. You can scroll on the screen.

Laptop Render (https://laptop-render.vercel.app/)

- A site rendered on a 3D model of a laptop.
- If you can't load the 3D site, visit here instead: https://basic-site-rtzw.vercel.app/

Dissolve Shader (https://dissolve-shader.vercel.app/)

- A cool shader written in GLSL.

My Journey (https://rtzw-my-journey.vercel.app/)

- A portfolio site that I made to showcase my interests and capabilities when I first applied to SUTD.

FabLab Adventures (https://github.com/ryan-tzw/CTD-1D)

- A simple 2D arcade-style game where you dodge incoming projectiles. Made entirely in Python.

Education

SEP 2023 – APR 2027

Bachelor of Engineering – BE, Computer Science • Singapore University of Technology and Design (SUTD)

3.95 GPA

Skills

JavaScript/TypeScript • HTML/CSS • Python • GLSL • C# • Java • UI/UX Design • SQL