RYAN TAN JIN YUEN

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EDUCATION

National University of Singapore (NUS)   **Aug 2023 - Aug 2027**
Bachelor of Computing in Computer Science
- National University of Singapore Merit scholarship awardee.
- Studying Computer Science, exchanging in Hong Kong University of Science and Technology

Anglo Chinese Junior College (ACJC)   **Jan 2019 - Nov 2020**
Additional Levels Exam Certificate
- Scored 6 distinctions, with 90 Rank Points for an intensive 4H2 academic curriculum.
- Selected to become the Vice-Captain of ACJC Bowling team, demonstrated excellent leadership skills
- Received Edusave EAGLES Award and Scholastic Merit Award

WORK EXPERIENCE

Crédit Agricole (Corporate and Investment Banking) (Singapore), *Software*   **Jan 2025 - Present**
Developer
- Designed and implemented a data storage solution leveraging Rust, Kubernetes, Docker, and AWS S3, enhancing usability and scalability.
- Conducted comprehensive testing and debugging of storage systems to ensure data reliability and high availability.

SKILLS QUALIFICATIONS AND OTHERS

- Languages: Python, Java, JavaScript, TypeScript, SQL, Rust
- Libraries, Frameworks, Tools: Spring Boot, Docker, Kubernetes, Node.js, Flask, ReactJS, Git, AWS
- Miscellaneous: OpenCV, YOLO

ADDITIONAL EXPERIENCE

NUS Hack & Roll (NUS), *Backend Developer*   **Jan 2025 - Jan 2025**
- Built a Telegram bot using Python to track shower habits.
- Leveraging the Chrome extension API to sync data across tabs and block access to specified websites

PSA Code Sprint Hackathon (NUS), *Team Leader*   **Oct 2024 - Oct 2024**
- Lead a team in a 72-hour hackathon focused on improving PSA's port operations, reinforcing adaptability and resilience in PSA's global network.
- Built a web application using Next.js and Python to store and manage real-time weather and cyclone data.
- Implemented alert mechanisms to notify transport personnel of severe weather conditions, improving response times and ensuring safety.

ReflectiveMinds (NUS Orbital), *Full Stack Developer*   **May 2024 - Jun 2024**
- Apollo-11 (Advanced) level AI-integrated web application promoting journaling among adolescents & young adults.
- Adopted an Agile environment, with weekly sprints and relied on Git & Github to work with team-mates.
- Leveraged OpenAI API to utilise GPT 3.5 Turbo engine for generating prompts.
- Ensured quality code by performing unit & end-to-end tests using JEST & PyTest & SQLite.

FootballVision (Singapore), *Solo Developer*   **May 2024 - Jun 2024**
- AI-driven football analysis tool for real-time player detection and image processing, programmed using Python.
- Utilised YOLOV8 object detection algorithm, OpenCV, ByteTrack & SciKit for tracing & colour segmentation.
- Performs player differentiation, ball tracking and object classification to advertise numerical statistics using NumPy.