Shental Ang (Singaporean)
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Credit-Bearing Internship Availability: Jan 2023 – May 2023 (20 Weeks)

EDUCATION

Nanyang Technological University (NTU)   Aug 2021 – **Jun 2025** (Expected)
School of Electrical and Electronic Engineering
- **Bachelor of Engineering (Information Engineering and Media)**
- **Honours (Distinction)** (Expected); current CGPA: 4.24 / 5.00
- Major Study: Business
- Relevant Modules: (1) *Object Oriented Programming* (2) *Data Structure and Algorithms* (3) *Software Engineering*
(4) *Introduction to Data Science and Artificial Intelligence* (5) *Computer Communication (6) Design and Innovation Project*

Virtual Training and Learning & Development
- Udemy Relevant Modules: *The Complete Web Development Bootcamp*

Raffles Institution (RI)   Jan 2019 – Nov 2020
- GCE "A" Level Examination [with **4 Distinctions**]
- Relevant Modules: (1) *Physics* (2) *Mathematics* (3) *Project Work* (4) *Economics*

ACADEMIC PROJECTS / MODULE PROJECTS / COMPETITION PROJECTS

Personal Project: **Personal Website**   Jun 2023
- Employed <u>two software programming</u> (i.e., **HTML, CSS**) with library "Bootstrap" to design, code and showcase personal website (e.g., interests, portfolios) with components (e.g., Carousel, Navigation Bar).
Personal Website Reference: https://shental17.github.io/

Hackathon: **SIA Application Challenge**   Jun 2023
Hackathon Project: **Simulation Application** (**Team Leader** of 3 Members)
- Used software "Figma" to design and create mobile application for crew members to understand emergency procedures through simulations thereby correcting their forms.
- Refined prototype with features (e.g., Augmented Reality Integration, Artificial Intelligence, Machine Learning Integration, User Interface, Computer Vision-Aided Simulator)

Hackathon: **DSTA BrainHack Code_exp**   Jun 2023
Hackathon Project: **Courses Application** (**Team Leader** of 5 Members)
- Utilized Figma to devise mobile app prototype with platform for employers to design and create courses for employees' learning and development.
- Upgraded prototype with elements (e.g., Game Avatar, Progress Tracking, Admin Account)

NTU-IEM Module: **Introduction to Design and Projects**   Jan 2023 – May 2023
Module Project: **Quizlet Application** (Team of 2 Members)
- Implemented <u>5 software programming</u> (i.e., **CSS, HTML, Java Servlet, mySQL, Android Studio**) to develop mobile "Clicker" system.
- Revamped website and app with components (e.g., User's Account, Interactive Graphics, Multiple Questions Setting)

NTU-IEM Module: **Introduction to Design and Projects**   Jan 2023 – May 2023
Module Project: **Soni Store** (Team of 2 Members)
- Adapted <u>4 software programming</u> (i.e., **CSS, HTML, Java Servlet, mySQL**) to design and create E-Shop website to enable online consumers to purchase Sony items.
- Honed websites with useful features (e.g., Signup, Login, Cart, User's Account, Interactive Graphics, Database)

NTU-IEM Module: **Introduction to Design and Projects**   Jan 2023 – May 2023
Module Project: **1st Player Shooter Game** (Team of 2 Members)
- Utilised **C# Programming** (Unity) to execute *1st Player Shooter Game* with sound effects.
- Refined game with traits (e.g., Enemy AI Controller, Bullet Counter, Point System, NPC Dialogue)

NTU-EEE Module: **Introduction to Data Science and Artificial Intelligence**   Aug 2022 – Nov 2022
Module Project: **Prediction of MBTI using GDP Per Capita and Country Social Support** (Team of 4 Members)
- Applied **Python Programming** with <u>Machine Learning Model "Linear Regression"</u> to clean and train Kaggle Dataset for predicting person's MBTI based on influencing factors.
- Concluded that Perceiving MBTI Data Type equipped highest correlation of 0.516 against *Logged GDP Per Capita* and 0.438 against *Social Support*.
- Concluded that Thinking MBTI Data Type had lowest correlation of -0.019 against *Logged GDP Per Capita* and -0.002 against *Social Support*.

NTU-IEM Module: **Object Oriented Programming**   Jan 2022 – May 2022
Module Project: **Sudoku** (Team of 2 Members)

- Applied **Java Programming** to create Soduku Game with features (e.g., Time Counter, Background Music, Menu Bar)

WORK EXPERIENCE

Mark Tuition, *Teacher*   Dec 2020 – Dec 2022
- Collaborated with 3 teachers to create and develop 20 instructional materials.
- Conducted classes to 20 students with extra-mile of support.
- Adopted different teaching methods to help students with various learning styles.

POPULAR, *Sales Assistant*   Dec 2020 – Feb 2021
- Organised and replenished stock, shelves, and inventory efficiently
- Answered customers' enquiries through phone calls and emails.

LEADERSHIP / CO-CURRICULAR ACTIVITIES / COMMUNITY INVOLVEMENT / VOLUNTEERISM

NTU-EEE Outreach, *Student-Ambassador*   Sep 2022 – **Present**
- Assumed role as **School Event Representative** to promote EEE school to 10 pre-university students for their future enrolment.
- Aided students to overcome their projects challenges.

NTU Crescent Hall Council, *Publicity and Media Subcommittee Member*   Sep 2022 – **Present**
- Designed publicity materials for events including a Halloween mass event.
- Assisted photography for events (e.g. Interhall recreation games)

NTU Crescent Hall Council, *Residential Education Subcommittee Member*   Sep 2022 – **Present**
- Collaborated KayakNKlean for the residents at Crescent Hall.
- Promote and guided residential education initiatives (e.g.., Fortune Cookie Workshop, Pay It Forward, Masterchef).

Canberra Youth Network (YN), *Member*   Aug 2021 – **Present**
- Planned and organized 4 events including 3 workshops and food drive for residents at Sembawang GRC.
- Facilitated and executed youth network initiatives (e.g.., National Day Observance Ceremony, Sports day).

NTU Crescent Hall Council   Aug 2021 – Sep 2022
Residential Education Director **(Experiential Learning & Community Engagement)**
- Led and managed 15 sub-committee members.
- Designed and coordinated 5 well-being events and workshops for residents (e.g., journaling, yoga, crocheting)
- Oversaw publicity efforts and created outreach strategies to deliver consistent message across 3 social media platforms.

SKILLS / HOBBIES

- **Languages**: Fluent in English and Chinese (Mandarin)
- **Software Programming**: Java, JavaScript, HTML, CSS, React, Expressjs, Nodejs
- **Software Applications**: Bootcamp, Microsoft Office 2022 (Excel, Word, PowerPoint, Outlook), ZOOM, MS Team
- **A.I. & ML Models / Techniques**: Linear Regression
- **Hobbies**: Cooking, Travelling