

# Muhammad Nur Syafaat Bin Mohamed Saat

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## SUMMARY

Tech-savvy with a solid foundation in Python, PostgreSQL, and cloud technologies. I hold a Data Engineering certification and a Bachelor's degree in Computer Science and Game Design, with strong skills in data management, data structures, object-oriented programming, problem-solving, and collaborative software development. I am eager to leverage my technical background and analytical skills in a Junior Data Engineering role.

## EDUCATION

### DigiPen Institute of Technology Singapore

2018 - 2022

*Bachelor of Science in Computer Science & Game Design*

- Developed over 7 games, collaborated with other students and took over various roles in technical and design aspects.
- Acquired advanced skills in C++ programming, game design and problem-solving.

### Singapore Polytechnic

2013 - 2016

*Diploma in Information Technology*

## SKILLS

**Programming Languages:** C++, Python, SQL, C#, C, HTML, CSS

**Tools:** Jupyter Notebook, Visual Studio Code, PostgreSQL, Microsoft Azure, Power BI, Unity Engine, Unreal Engine

**Version Control:** Git, GitHub

## EXPERIENCES

### Generation Singapore (In Partnership with Microsoft and Temasek Polytechnic)

Jul 2024 - Oct 2024

*Junior Data Engineer Program Trainee*

- Completed a 12-week intensive training program and passed the DataCamp Data Engineer track (DataCamp - the main interactive self-directed learning platform).
- Acquired foundational skills in data engineering, including Python, SQL, PostgreSQL, Power BI, Git, GitHub, Azure, etc.
- Demonstrated teamwork and technical competencies by completing two projects on designing and building data platforms to collect, store, and retrieve raw data, building ETL data pipelines effectively, applying structured problem-solving techniques to determine solutions, developing and deploying data solutions on the cloud and creating dashboards for further analysis.

### Post-graduation self-development

Aug 2022 - Jun 2024

- Reflected on my career aspirations within the tech industry, leading to strategic decisions to pursue further education in data engineering through a boot camp.
- Developed a personal portfolio website from scratch using HTML, CSS, and web design principles, demonstrating my ability to apply technical knowledge to real-world projects.

### Singapore Institute of Technology

Jan 2022 - Jul 2022

*Software Engineer Intern*

- Implemented a data parsing system using C# in Unity Engine, integrating CSV location data into a 3D simulation, demonstrating proficiency in data processing and handling.
- Collaborated with cross-functional teams to implement user-driven data visualisation features, aligning technical solutions with user needs and enhancing the simulation's interactivity.
- Utilized Python and 3D modelling in CityEngine to assist in developing a virtual world, applying data-driven methodologies to accurately model a 21.69 square kilometre area in Singapore.
- Applied version control practices using Git and GitHub, ensuring efficient project collaboration and version management during development and debugging processes.
- Refined the interface of simulation prototypes, improving user experience by optimising menu layouts based on feedback and usability principles.