Muhammad Nur Syafaat Bin Mohamed Saat

+65 9108 9864 • syafaatsaat@gmail.com • Singaporean • Website • LinkedIn

SUMMARY

Software Engineer, proficient in C++, Python, PostgreSQL, data structures, object-oriented programming, game development, problem-solving, and collaborative solution development.

SKILLS

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

Tools: Visual Studio Code, Jupyter Notebook, PostgreSQL, Microsoft Azure, Tableau, 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, PostgreSQL, Power BI, Tableau, Git, 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.
- Applied structured problem-solving techniques to design 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.

EDUCATION

DigiPen Institute of Technology Singapore   2018 - 2022
Bachelor of Science in Computer Science & Game Design

Singapore Polytechnic   2013 - 2016
Diploma in Information Technology