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EDUCATION

Singapore Institute of Technology & DigiPen Institute of Technology   **Aug 2022 — Apr 2026**
Bachelor's of Science, Computer Science in Real-Time Interactive Simulation (RTIS)   Singapore & Redmond, WA

WORK EXPERIENCE

Uber Technologies, Inc.   **May 2024 — Present**
AI Solutions Engineer   Singapore (Remote)

- Drove technical wins through solution design of Agentic AI pipelines (Python, LangChain, RAG) across AWS and GCP. Led 4 engagements, validating AI architectures to accelerate digital transformation.
- Collaborated with customers on multilingual prompt test suites (200+ cases), identifying localisation gaps. Contributed to product strategy by communicating feedback to improve response quality by 10–15%*.
- Designed intelligent, scalable solutions for multimodal reasoning on GCP, supporting 3 regional initiatives. Communicated customer feedback to inform competitor strategies and drive product updates.

GovTech Singapore   **Dec 2023 — Mar 2024**
AI Engineer Intern   Singapore

- Led 10+ technology demonstrations (POCs) at major public sector events, engaging 50+ agencies. Validated product performance for stakeholders, driving adoption of automated accessibility/AI solutions.
- Spearheaded Oobee AI development (Python, RAG, Open Source LLMs) to automate accessibility workflows. Designed intelligent solutions that reduced manual effort by 50–60%* via code-ready fixes.
- Architected scalable GenAI inference on AWS (SageMaker), supporting multi-quarter rollouts. Guided partners on best practices for scalability, processing 500 scans/week with 15%* higher accuracy.

GovTech Singapore   **Dec 2023 — Mar 2024**
Full-Stack Software Engineer Intern   Singapore

- Partnered with cross-functional teams to drive Oobee Web adoption across 98 agencies. Contributed to product strategy by refining user flows for 11M+ accessibility issues.
- Developed accessible React interfaces and secure Node.js scanning pipelines (REST/WebSocket). Optimized distributed systems to reduce report latency by 20–25%*, ensuring real-time performance.
- Architected scalable AWS solutions (Terraform, EC2, RDS) with robust security protocols. Improved platform reliability by 30%* through automated CI/CD and monitoring.

in **View complete work history** ↗

PROJECTS

NeuroTune | Unity, C#, AI, Machine Learning, HCI   🎮 *Steam* | 📄 *Research Paper* | ○ *GitHub* | ▶ *Demo*

- Pitched and demoed NeuroTune's **proof of concept (POC)**, an AI-powered FPS aim trainer built in Unity (C#) to Statespace (creators of AimLabs) in Seattle, WA, translating a market gap in personalized training into measurable product value. The initiative secured a **technical win**, shipped to production in September 2024, scaled to **40M+ users** with **~2.5M Monthly Active Users (MAU)**, and generated **$1.5M+** in incremental revenue in Q4 2024.

LEADERSHIP

Capture The Flag Competitions   Jan 2021 — Present

- Founder of Les Amateurs (amateurs.team), currently ranked #4 US, #33 global on CTFTime (2023: #4 US, #42 global)
- Organized AmateursCTF 2023 and 2024, with 1000+ teams solving at least one challenge and $2000+ in cash prizes
  ‣ Scaled infrastructure using GCP, Digital Ocean with Kubernetes and Docker; deployed custom software on fly.io
- Qualified for DEFCON CTF 32 and CSAW CTF 2023, two of the most prestigious cybersecurity competitions globally

Skills

- **Programming Languages**: JavaScript, Python, C/C++, HTML/CSS, Java, Bash, R, Flutter, Dart
- **Technologies**: React, Astro, Svelte, Tailwind CSS, Git, UNIX, Docker, Caddy, NGINX, Google Cloud Platform