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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 to and adopted by Statespace (creators of AimLabs) as Adaptive Tasks; integrated in September 2024, reaching a global player base of **40M+ users**.
- Developed NeuroTune, an AI-powered FPS aim trainer in Unity, C# that adapts target size, spawn, and timing in real-time based on player performance to deliver personalized training in a 3D environment.

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