

Brian Tham

PERSONAL PROFILE









My name is Tham Kai Heng, but you can call me Brian. I aspire to be an application developer. I have strong interests in Application Development and Security, Augmented and Virtual Reality as well as Artificial Intelligence. I am a team player and a fast learner.

SKILLS




Programming Languages

-  C++
-  C#
-  HTML
-  CSS
-  Java
-  JavaScript
-  Python

Software

-  Git
-  Github
-  Premiere Pro
-  Photoshop
-  Unity
-  Blender
-  Unreal Engine
-  Jupyter

Contact

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Education

-  Singapore Polytechnic
2018 - 2021
-  School of Science and Technology
2014 - 2017

Interests

- Gaming
- Computer Hardware
- Cars
- New Software
- ARVR
- AI
- Cloud Computing

RELATED COURSEWORK

- Created a website using HTML & CSS, as well as JavaScript
- Created an application using Java that served as a database
- Created a windows application that allowed user to search MRT Routes using C#
- Made 3 mobile games using Unity
- Created a game in C++ using SFML – made a 2D Game Engine
- Wrote 3 Machine Learning notebooks – One to predict the survivability of the passengers onboard the Titanic, as well as another for classifying flowers. The last, to predict housing prices.

QUALIFICATIONS & ACHIEVEMENTS

- Represented Singapore Polytechnic in the CDIO Academy 2019 in Aarhus, Denmark
- Vice President of Singapore Polytechnic Infocomm Club
- Took part in an Overseas Social Innovation Project in Malang, Indonesia
- Unity Certified Associate
- Participated in the Young Defence Scientists Programme organised by DSTA and DSO in 2016