Ho Jian Feng

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EDUCATION

Nanyang Technological University   **Aug 2022 – June 2026**
Bachelor of Computing (Honours) in Computer Science
- CGPA: 4.09/5.00
- Relevant Coursework: Data Structure and Algorithms, Operating Systems, Computer Networks, Machine Learning, Artificial Intelligence, Software Engineering, Natural Language Processing

WORK EXPERIENCE

TE Connectivity   **Aug 2025 – Present**
Generative AI and Full-Stack Development Intern — AI Hub
- Designed and deployed agentic AI microservices using FastAPI and LangGraph to orchestrate multi-step reasoning and decision-making processes for enterprise automation
- Led UI/UX modernization efforts using Angular for the company's internal AI platform used by over 40,000 employees
- Utilized Redis cluster for high-performance caching, real-time streaming and pub/sub communications

Home Team Science & Technology Agency   **Jan 2025 - Aug 2025**
Multi-modal AI engineer intern
- Developed a full-stack document repository platform integrating multimodal LLMs for advanced document comparison and signature detection, enabling intelligent document management
- Designed and optimized a RAG pipeline, combining the strengths of retrieval and generation models
- Integrated agentic workflows to support web search and self-reasoning capabilities

Nanyang Technological University   **June 2024 – Dec 2024**
Student Assistant – UI/UX design
- Collaborated with a project team of 4 to design a new integrated student portal for NTU students
- Conducted user research and usability testing to gather insights for creating and documenting user stories and user journeys in Project Requirement Document
- Developed wireframes, mockups and prototypes using Figma

ACADEMIC PROJECTS

AI-Powered Tutor Assistant System   **Aug 2025 – Present**
- Built cloud-native AI educational platform using microservices architecture with 6 specialized AI agents for O-level tutoring
- Implemented RAG pipeline using ChromaDB for contextually accurate educational responses
- Architected a multi-agent AI system with 6 autonomous specialized agents using orchestrator pattern for intelligent task delegation
- Configured Kubernetes networking with Ingress controllers, load balancing, and internal service mesh for inter-agent communication
- Configured auto-scaling infrastructure on Kubernetes with Horizontal Pod Autoscaling for both deployment-based agents and StatefulSets

Game Predictor for CS:GO – Data Analytics   **Jan 2023 – April 2023**
- Built an analytical model to predict the outcome of the game with classification accuracy of 72%
- Conducted explanatory data analysis to clean data improving accuracy of model by 15%
- Trained mathematical models to predict game outcomes for first-person shooter game CS:GO, using Random Forest, Logistic Regression and K-nearest Neighbour algorithms

ADDITIONAL INFORMATION

Programming Languages: Java, Python, Javascript, Typescript, C++, C, HTML, CSS

Tech Stack: NodeJS, React, Angular, Tailwind, SQL, MongoDB, Docker, Kubernetes, Angular