ONG You Yang (Hans)

linkedin.com/in/thehansong   github.com/thehansong   thehansong.com   thehansong@gmail.com

EDUCATION

Singapore Institute of Technology | DigiPen Institute of Technology   **Aug. 2022 – Apr. 2026**
Bachelor of Science (BS), Honours, Computer Science in Real-Time Interactive Simulation (RTIS)   *Singapore, SG*

EXPERIENCE

Data Scientist Intern | *Python, TensorFlow, PyTorch, Machine Learning, Data Analysis*   **May. 2023 – Aug. 2023**
Pfizer   *Singapore, SG*
- Utilized Python with TensorFlow & PyTorch, and leveraging NVIDIA CUDA for accelerated processing, to implement unsupervised machine learning algorithms for analyzing time series data, specifically targeting anomaly detection in temperature, concentration, and dissolution rates pertinent to a medicinal drug's formulation on **12GB of unstructured pharmaceutical data** resulting in **reduced process time by up to 90%**.
- Processed **12GB of experimental data** from CSV files and leveraged Python & pandas to restructure and visualize **43 previously inaccessible datasets**, enabling research engineers to transform raw drug trial information into actionable insights.

Junior Data Engineer | *Java, SQL, C++, Microsoft Excel, VBA, GitHub Enterprise*   **Jul. 2019 – Oct. 2019**
Land Transport Authority (LTA) Singapore   *Singapore, SG*
- Utilized Java and SQL for backend optimizations and extended functionality to manage records of recidivist offenders holding Private Hire Car Driver's Vocational Licenses (PDVL) and Personal Mobility Device (PMD) users.

Process Engineer Intern | *VBA, Microsoft Excel, Lean Six Sigma, ISO 9001*   **Mar. 2019 – Jun. 2019**
Land Transport Authority (LTA) Singapore   *Singapore, SG*
- Optimized operational procedures by creating automated workflows in VBA for Excel, **increasing efficiency by up to 99%,** and developed data-driven recommendations that improved the Warrant Section's operational efficiency **by up to 10%**.
- Devised and enacted strategies that **reduced customer wait times by up to 60%**, significantly improving the service experience, and participated in User Acceptance Testing (UAT) for the State Court Warrant Section's advanced computer system, aiding in system validation and refinement.

PROJECTS

NeuroTune ↗ | *Unity, C#, GitHub*   NeuroTune | ▶ Watch Demo
- Developed in Unity with C#, NeuroTune is a 3D, AI-powered FPS aim trainer using adaptive mechanics to adjust gameplay based on player performance, enhancing the overall training experience for precision and speed.

March of the Meows ↗ | *C++, C#, OpenGL, Lua, FMOD Studio, GitHub*   March of the Meows | ▶ Watch Demo
- A 2D turn-based strategy game built on a custom game engine by an 8-member team over 6 months. Players control Sir Meowsalot, defending Meowsville by rescuing cats and using teamwork to defeat the rat king!

Orbital ↗ | *C++, C, FMOD, GitHub*   Orbital | ▶ Watch Demo
- Developed in C++ with DigiPen's Alpha Engine, this 2D space adventure game focuses on managing shuttle traffic & collecting debris with a tractor beam, while employing strategic upgrades to overcome escalating challenges.

LEADERSHIP

Tech Lead & External Development Lead   **Nov. 2022 – Feb. 2024**
SIT Geeks | Google Developer Student Clubs (GDSC SIT)   *Singapore, SG*
- Spearheaded technology workshops & secured over USD$23,000 in funding to enhance educational and networking events at SIT, substantially strengthening the club's external partnerships & support.
- Directed & expanded technology workshop offerings, including sessions on Git, GitHub, Python, AWS, AI technologies, and supporting solutions for UN's Sustainable Development Goals using Google technology stack.

TECHNICAL SKILLS

Languages: C++, C, C#, Python, SQL, R, Java, JavaScript, TypeScript, HTML, CSS, Visual Basic for Applications (VBA)
Tools & Frameworks: Git, GitHub, Visual Studio, PyTorch, TensorFlow, FMOD, OpenGL, Unity, React, Next.js, Tailwind CSS
Project Management Tools: Jira, Trello, Notion, GitHub Organizations