

Ang Wei Feng (Ted)

Email: hello@tedawf.com | +65 9822 0564 | [linkedin.com/in/tedawf](https://www.linkedin.com/in/tedawf)

WORK EXPERIENCE

DBS BANK | GRADUATE ASSOCIATE (SEED)

Full-time | Jul 2023 – Present

- Developed an innovative automation tool within the Intelligent Business Process Management team at DBS Bank to migrate 1100+ customized workflows from a legacy system to a new platform
- Reduced configuration time per workflow to less than 5 minutes from 1+ hours and saving the development team over 5 months of manual effort
- Partially automated the deployment process by setting up robust CI/CD pipelines utilizing Java Spring Boot, SQL, and Python scripting, ensuring seamless software delivery across various environments.

SINGAPORE INSTITUTE OF TECHNOLOGY | SOFTWARE DEVELOPER Contract | Apr 2023 – Jul 2023

- Worked as a contract for service on two separate projects on two different teams
- Developed a NFT gallery website NFTVue, where attendees of the SIT virtual campus metaverse event can connect their MetaMask wallets and receive exclusive NFTs, enhancing user engagement and interactivity within the virtual event space.
- Developed an innovative prototype utilizing Meshroom for 3D model reconstruction from mobile images, setting up a React frontend with Python backend to process captured images

DBS BANK | APPLICATION DEVELOPER (BLOCKCHAIN)

Internship | May 2022 – Dec 2022

- Got the opportunity to work with the Blockchain team in DBS and learn about full-stack development in a professional and security-first environment
- Developed Java Spring Boot microservices for the Digital Assets Custody Application, conducted automated testing for the Digital Exchange application with Selenium, and built an Angular-based admin web application for the DBS Metaverse event

PROJECTS

TRADINGVIEW TELEGRAM ALERTS | PYTHON

<https://github.com/tedawf/tradingview-telegram-alerts>

Built a real-time trading alert system that delivers 24/7 customized notifications to professional traders via Telegram for seamless market monitoring.

RAPID RIDE FIGHT! (FINAL YEAR PROJECT) | C++, OPENGL

Search "RapidRideFightTrailer2022" on YouTube

3D capture-the-flag, multiplayer boat fighting with smart AI enemies and water graphics. Owner for 2D & 3D graphics rendering pipeline and integration

GLOWING UNDER (YEAR 2 PROJECT) | C++, OPENGL

<https://arcade.digipen.edu/games/glowing-under>

2D platformer with a focus on puzzle-solving, no-death exploration and storytelling. Developed an optimized batch renderer that is able to efficiently render 10,000+ sprites at 60 FPS. Created a custom sprite lighting technique for day-night transition

SKILLS

FRAMEWORKS Spring Boot, React, OpenGL, Flutter

LANGUAGES C/C++, Java, SQL, Python, Javascript

EDUCATION

BS IN CS IN REAL-TIME INTERACTIVE SIMULATION

SIT-Digipen | Sep 2019 - Apr 2023

- Graduated with a Minor in Mathematics
- Served as president of the student management committee for freshmen year
- Awarded the Dean's Honor List for 3 consecutive semesters