

TAN WEI LEONG (Jarrod)

Bachelor of Science with Honours in Computer Science in Real-Time Interactive Simulation

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SUMMARY

Year 3 Computer Science student at Singapore Institute of Technology–DigiPen who is building a serverless Telegram attendance bot on Cloudflare Workers and developed a sensor-driven mobile web game deployed on Cloudflare Workers. Strong in Python, JavaScript and C++, with a focus on reliable backend services, API integration and automation. Seeking a Software Cloud internship; available from 3 May 2027.

EDUCATION

Singapore Institute of Technology (SIT) — DigiPen Institute of Technology

Sep 2024 – Present

BSc (Honours) Computer Science, specialising in Real-Time Interactive Simulation

(Expected Graduation: Apr 2028)

- Relevant Coursework: Data Structures, Operating Systems, Computer Networks, Algorithm Analysis, Software Engineering Project

Singapore Polytechnic

Apr 2018 – Sep 2021

Diploma in Electrical & Electronic Engineering

- Relevant Coursework: Introduction to Engineering Programming, Digital Electronics, Microcontroller Applications

SKILLS

Programming Languages: Python, JavaScript, C++, C#

Cloud & Backend: Cloudflare Workers (serverless), Cloudflare KV, RESTful API integration (Telegram Bot API), Google Apps Script, Google Sheets

Tools & Workflow: Git/GitHub (pull requests, code review), Agile-style practice (Definition of Done, weekly syncs), Unity, OpenGL, Visual Studio, Microsoft Excel

PROJECTS

SP Navigators Attendance Bot — Developer

Apr 2026 – Present

- Building a serverless Telegram bot on Cloudflare Workers (Cloudflare KV, Google Apps Script, Google Sheets) so SP Navigators can handle member registration and attendance without manual admin work. Implemented role-based access for members, leaders and admins in a button-driven interface, with setup and user documentation, and iterated through three major versions.

SP Navigators — CCA Carnival Mobile Game — Developer

Mar 2026 – Apr 2026

- Owned the architecture, code review and Git workflow for a sensor-driven mobile game ([Live demo](#)) deployed on Cloudflare Workers for the carnival. Cut maze draw calls from 529 to 1 per frame and tested on Android and iOS.

EcoBalance — 3D Game Simulation (GAM300) — Tech Lead

Sep 2026 – Present

- Tech Lead in a cross-disciplinary team of 9 (6 game developers, 2 UX and game designers, 1 computer scientist) building a Unity ecosystem simulation in C# for educators and children, with a custom Unity plugin.

EXPERIENCE

Singapore Armed Forces — Despatch Clerk (National Service)

Nov 2021 – Nov 2023

- Opened and closed the office on duty days, made sure medical certificates and time-off chits were submitted on time, and kept the daily mail workflow running smoothly — building reliability, organisation and attention to detail.

ST Engineering Advanced Networks & Sensors — Intern

Mar 2020 – Aug 2020

- Verified violations flagged by video analytics software on active mobility devices using Microsoft Excel and a video player and produced daily reports for senior staff to submit to the Land Transport Authority.

CO-CURRICULAR ACTIVITIES & COMMITTEE ROLES

SP Navigators Club, Singapore Polytechnic — Treasurer, Executive Committee

Apr 2020 – Mar 2021

- Handled the club's finances as treasurer on the executive committee, processing finance claims and keeping financial records so spending was properly accounted for.