

Tan Hun Chong

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Graduation: May 2026 | Availability: June 2026

PROFILE

Product-focused Design & Artificial Intelligence undergraduate with hands-on experience building and shipping consumer and enterprise products. Strong in product discovery, translating user research into MVP scope, and driving execution across design, engineering, and data. Experience spans AI systems, SaaS workflows, experimentation, and cross-functional delivery in startup, enterprise, and public-sector environments.

EDUCATION

Singapore University of Technology and Design (SUTD)

Singapore

B.Sc. (Hons) Design & Artificial Intelligence | GPA: 4.42 / 5.00

2022 – 2026

- Minor in Computer Science & Design.
- Held leadership roles across student organizations, including Events Director (DAI), President (Korean Language Club), and Treasurer (Google Developer Club).

WORK EXPERIENCE

qage.dev

Singapore

Product Co-founder

2025 – Present

- Led 0→1 product discovery for an AI-powered website bug-reporting platform, conducting 10+ user interviews to identify reporting friction and define the core problem.
- Synthesized research findings into ICP definition, key workflows, and a tightly scoped MVP roadmap.
- Defined and prioritized MVP features, balancing user value, engineering feasibility, and AI system constraints.
- Designed end-to-end interaction flows to capture contextual bug data and reduce developer follow-up cycles.
- Built early GTM assets and implemented funnel tracking to analyze acquisition, activation, and drop-off points.
- Coordinated weekly execution across frontend, backend, and AI contributors using clear acceptance criteria and delivery milestones.

SalesHero.io

Singapore

Go-To-Market Operations Intern

May 2025 – Aug 2025

- Designed and standardized GTM SOPs and onboarding workflows to improve campaign readiness and partner consistency.
- Translated sales and operational needs into structured product requirements for AI agent workflows.
- Defined workflow inputs, outputs, and success metrics to align product behavior with GTM objectives.
- Conducted competitive analysis across pricing, positioning, and onboarding to inform product strategy.
- Built and iterated SEO-focused landing pages using funnel metrics to improve conversion paths.
- Supported cross-functional alignment between sales, product, and engineering teams during launches.

Ministry of Home Affairs

Singapore

Data Science Intern

Jan 2025 – Apr 2025

- Designed structured evaluations of LLM jailbreak vulnerabilities using adversarial attack scenarios.
- Benchmarked mitigation strategies and documented failure modes relevant to real-world deployment risks.
- Synthesized technical findings into governance recommendations for safe AI adoption.
- Authored stakeholder-ready guidance and internal training materials for standardized AI product evaluation.

Razer Inc.

Singapore

Software QA Engineer

Jan 2022 – Sep 2022

- Led a QA team of 10+ across desktop software releases, coordinating test planning, execution, and defect triage.
- Introduced test automation using Robot Framework to reduce manual regression effort.
- Improved release quality by 50% through tighter defect tracking and release readiness criteria.
- Worked closely with engineers to validate fixes and prevent regressions in critical user flows.

PROJECTS

- **Auto Annotator (Enterprise AI System, Woh Hup)**: Led product framing for an AI-assisted BIM annotation system addressing manual construction documentation inefficiencies. Defined problem scope, success criteria, and data requirements, and collaborated with engineers to prototype a Revit-integrated workflow validated through iterative stakeholder demos.
- **DBSBiz (SaaS Product, DBS Bank)**: Scoped and delivered a hawker e-payment reconciliation system. Translated stakeholder needs into product requirements, coordinated feature prioritization, and collaborated with engineers to ship core workflows on a cloud-based architecture with AI-powered components.
- **Hoverfly (Physical-Digital Product, Scoot Airlines)**: Prototyped a smart baggage scale combining 3D camera sensing and software logic, and gathered airline stakeholder feedback to inform workflow and feature prioritization.
- **PillSnap (Healthcare AI)**: Built an end-to-end AI pill identification MVP for pharmacist use cases, owning problem definition, UX flows, model integration, and system-level design under time constraints.
- **SpeakEase (Consumer AI)**: Designed and built an AI public speaking assistant, iterating across multiple versions using user feedback, behavioral metrics, and pitch evaluations to refine product-market fit.
- **ReVine (Generative Media)**: Developed a GenAI web product enabling users to recreate short-form video memes, focusing on generation workflow design, usability, and rapid iteration in a hackathon environment.

HONORS & COMPETITIVE ACHIEVEMENTS

- **Cursor Hackathon 2025 (2nd Place)**: Selected as 2nd Place in a competitive hackathon track focused on generative media product execution and rapid iteration. (Project: ReVine)
- **SGHackItRx 2025 (1st Runner-Up)**: Awarded 1st Runner-Up in a healthcare innovation hackathon centered on pharmacy workflows and applied AI. (Project: PillSnap)
- **MIT 15K Challenge 2023 (1st Runner-Up)**: Awarded 1st Runner-Up in a startup pitch competition; secured \$513,000 in funding and mentorship. (Project: SpeakEase)
- **National AI Student Challenge 2022 (Category B Winner)**: Category winner in a national AI competition, demonstrating applied ML problem-solving and evaluation under competitive constraints. (Project: SpeakEase)

LICENSES & CERTIFICATIONS

- **TalentGeist – Work Simulation Program (Issued Jun 2025)**: Completed a real-world work simulation across business strategy, analytics, and marketing. Received 1-on-1 mentorship from industry professionals and was recognized for project execution and presentation quality.
- **TikTok Tech Immersion Program (Issued Jul 2024)**: Completed a three-week technical immersion covering large-scale system architecture, site reliability practices, server management, and quality assurance through hands-on technical assignments.
- **Apple SwiftUI Nano Academy (Issued Sep 2023)**: Completed a challenge-based program focused on rapid app prototyping with SwiftUI, team-based delivery, and presenting completed apps to industry mentors.
- **AI FOR INDUSTRY® – Literacy in AI (Issued Jan 2023)**: Completed foundational training in applied AI concepts, industry use cases, and responsible deployment considerations.

SKILLS

Languages: Python, JavaScript, SQL

Frameworks & Libraries: React, Django, PyTorch, scikit-learn

Product & Analytics: Product Discovery, User Research, PRDs, Roadmapping, Funnel Analysis, A/B Testing, Hypothesis Testing

Tools & Platforms: Figma, Jira, Notion, Webflow