

Joey Tang

 fishjojo1 |  fishjojo1 |  joeyta.ng |  fishjojo1@gmail.com

SUMMARY

Technology enthusiast with 9+ years of experience with coding and computer systems, with 5 years of focused study in cybersecurity specialising in web security. Voracious learner driven by a strong sense of curiosity.

WORK EXPERIENCE

Security Engineer @ Google

Aug 2026 - Current

Scaling the Vulnerability Reward Program and building automated pipelines to hack & fix all of Google!

Head Agents/Research Engineer @ Pragnition Labs

Mar 2026 - Current

First technical hire. Developing agentic workflows and solutions for corporate clientele along with in house development tooling. Lead development of a automated hardening solution for a defence client.

Cybersecurity Engineer (Intern) @ DSTA

Nov 2022 - Dec 2022

Developed a Python library for data embedding in machine learning models with Numpy based on the EvilModel paper to aid in research on malware embedding in neural networks. Sped up pre-existing workloads by an average of 50000x.

Software Engineer (Intern) @ Intellex Ltd.

Oct 2019 - Dec 2019

Built and updated web scrapers with the Scrapy framework for the purposes of data collection for an ElasticSearch based legal document lookup tool and in-house model training.

PROJECTS/AWARDS

1st, 2nd @ GreyCTF

2026, 2025

1st, 2nd, 2nd, 2nd @ DSTA Brainhack Cyber Defenders Discovery Camp CTF

2026, 2025, 2024, 2023

3rd, 1st @ DSTA BrainHack, Today I Learned(Machine Learning)

2025, 2024

Hwa Chong Institution Outstanding Student Award

2024

2nd @ SMU Whitehacks

2023

3rd @ WithSecure - BlackHat Asia Qualifications

2023

DSTA Junior College Scholarship

2022-2023

Public Vulnerability Disclosures

cve.joeyta.ng

SieberraSec CTF 2022-2026

[Site](#)

Organized an annual capture the flag competition targeted at high school - junior college level participants. Mainly involved in infrastructural work, challenge setting and challenge quality assurance.

Singapore Informatics League

[Site](#)

– Informal informatics competition targeted at the novice high school level. Backend development for the contest platform (Firebase)

Singapore Physics League

[Site](#)

– Current backend development lead for the contest platform (NodeJS, Express, MySQL)

Distance Algorithm for Automated Feedback using Machine Learning

2022

– Investigated methodologies to cluster Python code submissions for coding assignments based on control flow graphs, Python AST and word2vec
– Implemented automated feedback and code correction based on syntax differences between similar incorrect and correct submissions

Multimodal Sentiment Analysis @ YDSP

2021

– Research on sentiment analysis of social media posts, using late and early fusion of visual and textual sentiment analysis. Implemented a late fusion approach of training an LSTM for textual analysis and using CLIP for image analysis.
– Technologies used: Linux, Numpy, Pandas, Python, Pytorch, word2vec, CLIP

EDUCATION

2026 - 2030 Computer Science at **University of Illinois Urbana-Champaign**

(Incoming)

2017 - 2023 Physics, Mathematics, Economics, Computing at **Hwa Chong Institution**

(RP: 90/90)

SKILLS

Programming Languages Python, C++, C, Rust, Assembly