Shanzheng Tan

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Professional Summary

Technical Programme Manager with 8 years of experience in emerging technology with the last 4 focused on taking Generative AI from research to production. Led multimodal AI programmes at Microsoft Research that produced a Nature publication. Now driving GenAI delivery at Canva across a 70+ person product group.

Key Achievements

- **Drove multimodal generative AI programmes at Microsoft Research**, enabling a *Nature* publication, multiple open source releases, and the launch of *Copilot Gaming Experiences*, influencing Microsoft's broader AI strategy.
- **Patented a Generative Neural Application Engine**, enabling new forms of applied AI system design for gameplay, content generation, and real-time generative interaction.
- **Awarded 2nd place in the Microsoft Global Hackathon Executive Challenge**, recognised for innovation and cross-disciplinary problem-solving among numerous participants.

Work Experience

Canva, Australia

Senior Technical Programme Manager (Generative AI) ***Jul 2025 - Present***

- Drive delivery and clarity for Generative AI initiatives across a product group of 70+
- Align strategy with business goals, contributing to measurable increases in user adoption and engagement
- Unlock operational efficiencies through AI-driven automation, reducing manual workload and improving team velocity
- Foster collaboration through workshops and planning sessions

Microsoft Research Cambridge, United Kingdom

Technical Programme Manager (Game Intelligence) ***Mar 2022 - Apr 2025***

- Directed multimodal generative AI research programmes, resulting in the launch of *Copilot Gaming Experiences*
- Built and moderated a global research community, including organising *Gaming and AI RIA Workshop*
- Accelerated high-impact publications (*Nature*) and open source releases with compliance and responsible AI practices

A*STAR, Singapore

Technical PI ***May 2021 - Feb 2022***

- Defined technical vision and strategy of *Clinical Science VR programme*, aligning with research goals
- Managed budgets, hiring and resources for optimal utilisation and cost efficiency

Team Lead (Extended Reality) ***Aug 2020 - Feb 2022***

- Partnered with MNCs and SMEs to deliver XR solutions for S$18m smart manufacturing joint lab partnership
- Led and hired team of 8 engineers and scientists to develop XR solutions

Software Engineer (Frontend) ***Aug 2019 - Aug 2020***

- Facilitated and presented *Model Factory @ ARTC* highlighting research and success stories to stakeholders
- Designed user interfaces for Industry 4.0 projects

Infocomm Media Development Authority (IMDA), Singapore

Executive ***Dec 2017 - Jul 2019***

- Designed and launched nationwide STEM learning experiences in AI, XR, IoT, and Cybersecurity
- Developed and delivered interactive technology exhibits for diverse audiences at nationwide exhibitions and events

Certifications & Awards

- Project Management Professional (PMP)
- Certified ScrumMaster (CSM)
- Microsoft Global Hackathon 2023 Executive Challenge - 2nd Place

Skills

- Programme Management: Agile, Scrum, Stakeholder Management, Risk Management
- Industry Knowledge: Generative AI, Multimodal Models, Responsible AI, Digital Transformation, Smart Manufacturing
- Software Development: TensorFlow, .NET, React, REST API, Docker, Git

Patents & Publications

- Patent: Generative Neural Application Engine - *Publication Number: 20250190768, 2025*
- World and Human Action Models Towards Gameplay Ideation - *Nature, 2025*
- Imitating Human Behaviour with Diffusion Models - *ICLR, 2023*
- Unified IIoT Cloud Platform for Smart Factory - *Springer Nature ISRL, 2021*
- An Implementation of Blockchain Decentralized Application for Industrial IoT Scenarios - *Springer Nature ISRL, 2021*

Education

Newcastle University

BEng (Hons) Marine Engineering - *First Class Honours*

- President & Captain (Canoe Sprint)
- NCL+ Award