PERSONAL DETAILS

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EDUCATION

National University of Singapore   **Aug 2018 - Present**

Bachelor of Computing – Computer Science
Minor in Interactive Media Development
Expected Data of Graduation: May 2022
Current CAP: 4.35/5.0

JOB HISTORY

Front-End Developer for SourceAcademy website   **January 2021 – Jun 2021**
- Implemented GitHub persistency integration for students and teachers for the online learning environment using JavaScript and React.
- Designed user interface for GitHub integration with input from stakeholders.
- Wrote user and developer guides for the reference of future maintainers/users.

Game Developer for Graduate Student Project   **June 2020 – July 2020**
- Created game in Unity 3D and C# according to researcher's specifications.
- Engaged productively in discussions about game design and end-user experience in reaching research goals.
- Implemented data-logging on Firebase for the collection of research data.

CO-CURRICULAR ACTIVITIES

NUS Games Development Group, Secretary   **Aug 2019 – June 2020**
- Assisted in organization and running of *Gamecraft! 2019*, ensuring project success.
- Took minutes to facilitate Exco meetings and club proceedings.
- Created tutorials to teach new members to use Unity engine.

NUS Games Development Group, President/Vice-President   **June 2020 – Present**
- Organized club outreach activities for Student Life Fair.
- Lead organization of *Gamecraft!* game jam in 2020 and 2021.
- Liaised with school administration in order to achieve club goals.

ADDITIONAL INFORMATION

- **Languages:**
  - Fluent in English and Mandarin Chinese

- **IT Skills:**
  - Fluency in Java, C#
  - Experience in C++
  - Experience with Javascript and React.js
  - Experience in Unity engine
  - Familiar with Git and Github