

# Jiang HaoYuan

Computer Science  
National University of Singapore

jhypewpew@hotmail.com  
github.com/HaoYuan90  
hp: 93543759

## SUMMARY

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- Good understanding of concepts in software engineering
- Experienced with building web applications, services and IOS applications
- Good understanding of UI/UX designing issues
- Demonstrated creativity in various school projects
- Strong problem solving and mathematical thinking skills

## PROFICIENCY

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**Languages:** C#, Objective C, Java, Python, JavaScript, PHP, HTML, C++, C, MATLAB

**Tools:** Eclipse, Xcode, Visual Studio, SQL management studio, phpMyAdmin, Unity3D, Maya, Blender

**Frameworks/Libraries:** .Net, WCF, Mono, OpenGL, Glut, Swing, jQuery, SenchaTouch, LimeJS, Bootstrap

## EXPERIENCE

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### Internship at Tigerspike Singapore

May 2013 - Sept 2013

- Worked with Tigerpike Singapore product team on Phoenix Platform(web service)
- Performed load testing and debugging on existing services and worked on new functionalities for documentation site and Amazon web service related components

## PROJECTS

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### Transformers

Final Year Project

- Developed with Python on Blender
- Project explores possibilities of automated 3D mesh cutting

### Huff and Puff

Software Engineering on Modern Application Platforms, Mar 2012

- Created a simple 2D collision engine from scratch using Objective C
- Created a game with concepts similar to Angry Birds based on this engine

### Elemental Tower Defense

Software Engineering on Modern Application Platforms, May 2012

- Developed a tower defense game for iPad from scratch using Objective C on Xcode
- Created mechanisms that facilitate social interaction

### Woof Vs Meow!

Game Development, May 2013

- A turn based strategy game for 2 players developed with Unity3D in C#
- 1st place in 2nd SOC Term Project Showcase

## EDUCATION

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**GCE Ordinary Level:** 9A1s and A2 in English

**GCE Advanced Level:** 4As and C in General Paper

**Expected Bachelor of Computer Science degree**

May 2014

National University of Singapore, current CAP 4.64/5

**Student Exchange Program**

Sept 2012 - Dec 2012

University of Waterloo, faculty average 91.3/100

**Relevant Courses:** Computer Graphics, Algorithms, Software Engineering

## AWARDS

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- School Based Scholarship, Anderson Secondary School, Singapore, Oct. 2005
- PRC Undergraduate Scholarship, National University of Singapore, Singapore, May. 2010
- Dean's List, National University of Singapore, School of Computing, May 2012, May 2013