Jiang HaoYuan

Computer Science
National University of Singapore

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SUMMARY

- 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

Languages: JavaScript, PHP, HTML5, Objective C, C#, C++, C, Java, 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

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 APIs and worked on new functionalities for documentation site

PROJECTS

Mystery Story   Software Development on Evolving Platforms, Nov 2011

- Text script based web detective game aimed to increase awareness of Automated External Defibrillator(AED)
- Developed using SQL database, javascript, and PHP with framework LimeJS

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

GCE Ordinary Level: 9A1s and A2 in English

GCE Advanced Level: 9A1s and A2 in English

Expected Bachelor of Computer Science degree   May 2014
National University of Singapore, current CAP 4.65/5

Student Exchange Program   Sept 2012 - Dec 2012
University of Waterloo, faculty average 91.3/100

Relevant Courses: Computer Graphics, Algorithms, Software Engineering

AWARDS

- 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