

# K Jagateesvaran Rajoo

Singaporean | jagatees.work@gmail.com | +65 9782 3441 | [LinkedIn](#) | [GitHub](#) | [Website](#)

## EDUCATION

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Singapore Institute of Technology	Singapore
Bachelor with Honours in ICT majoring in Software Engineer	Expected Graduation, Oct 2027
○ Related Coursework: Discrete Math, Data Structures & Algorithms	
Nanyang Polytechnic	Singapore
Diploma Game Development & Technology	Apr 2018 - Mar 2021
○ GPA: 3.45/4.00, Director List	
○ Related Coursework: Multiplayer Game Programming, Mixed Reality Development	
Institute of Technical Education	Singapore
Merit Nitec in Information Technology	Jan 2016 - Dec 2017
○ GPA: 4.00/4.00, Director List	
○ Related Coursework: Networking & Server Essentials	

## EXPERIENCE

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ARAS	Singapore
Software Engineer Freelance	Apr 2024 – Dec 2024
<ul style="list-style-type: none"><li>Automated manual scheduling processes, replacing phone-based practitioner-client coordination with a seamless online system, saving the team over 20 hours per week and reducing scheduling time by 100%</li><li>Engineered a scalable solution using React, Next.js, Firebase and GCP to handle real-time availability syncing for practitioners, ensuring seamless booking for clients</li><li>Integrated multiple API (Google Calendar, Gmail, Resend.io, Zoom) to automate booking confirmation and meeting links, eliminating 100% of manual follow-up tasks and improving operational efficiency</li></ul>	
SHIPP	Singapore
Software Engineer Freelance	Mar 2022 – Aug 2023
<ul style="list-style-type: none"><li>Strategize and plan the architecture for mobile app and work closely with developers to ensure alignment with project goals and milestones</li><li>Achieved over 1500+ User, indicating successful user engagement and adoption of mobile app</li><li>Attained #5 position in Dating category on Android and a commendable #19 position in the Social Networking category on iOS in February 2023</li></ul>	
Razer Inc	Singapore
Software Engineer Intern	Feb 2021 – July 2021
<ul style="list-style-type: none"><li>Utilized Python and Firebase to create a system that scrap image and create a mosaic effect for a LCD display</li></ul>	
Anomalyst Studio	Singapore
Game Developer Intern	Sep 2020 – Nov 2020
<ul style="list-style-type: none"><li>Create a Mixed Reality Environment in Unity for a Virtual Keynote Event that was able to support over 1 Million concurrent user at once</li><li>Integrated Twitch API along with HTC Vive Tracker, DSL Camera, Green Screen and Rokoko Suit technologies into unity for mixed reality project</li></ul>	

## PROJECTS

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OurDementiaCareSG	Singapore
School Project	Dec 2017
<ul style="list-style-type: none"><li>Developed a mobile app to assist elderly patients with dementia, enabling hospitals and patients to monitor the patient condition and facilitating dementia training from home</li></ul>	

## Licenses & Certifications

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Microsoft Certified	Microsoft, Online
Azure Fundamentals	Jun 2021
<ul style="list-style-type: none"><li>Gained foundational knowledge in Azure services, cloud data, networking security, storage, and virtualization</li></ul>	

## SKILLS

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Programming: Python, C++, C, HTML, CSS, Javascript, Java, Typescript,  
Tools: Unity, Unreal Engine, Arduino Studio, MQTT, Flutter, Firebase, Stripe, Resend

