

**Software Engineer** who is always looking to challenge and grow himself • Specialized on **Graphics and Games** and **Interaction Design**  
• Has interest and experience working in **Augmented Reality (AR)** and **Virtual Reality (VR)** • Dynamic **team player** with technical skills and **team management** experience • Capable of **working independently** when needed without much supervision •

## Education

### **National University of Singapore**

BSc in Computer Science  
Computer Graphics and Games  
Jun 2019 | Singapore

### **NUS Overseas College**

Silicon Valley, Batch 33  
Dec 2018 | San Francisco  
Bay Area

## Skills

**Coding:** C, C++, C#

**Front End:** JavaScript, HTML, jQuery, CSS3, Bootstrap, D3

**Back End:** NodeJs, Java

**Graphics:** Unity 3D, Unreal Engine, OpenGL, Vuforia, ARKit, ARCore

**Design:** Balsmiq, InvisionApp, Adobe XD, Premiere Pro, Photoshop, Illustrator

**Others:** Git, Jira, Confluence

## Links

**Hololab:**

<http://bit.ly/hololabAR>

**Hero as a Hobby:**

<http://bit.ly/HaaH>

**Shark Fin Soup:**

<http://bit.ly/SFS2d>

**Statement:**

<http://bit.ly/stateProto>

**Moonchaser:**

<http://bit.ly/Mnchase>

**Staredown:**

<http://bit.ly/Stare3247>

## Internship Experience

### LightUp, Inc | *Software Engineer Intern*

Jan 2018 – Dec 2018 | San Mateo

- Developed augmented reality features and activities using Unity3D
- Improved user interface and user experience for users navigating through the main menu
- Created several in-house tools and APIs using C# for other Software Engineers

### Togoparts Pte Ltd | *Web Developer Intern*

Jun 2017 – Aug 2017 | Singapore

- Developed an e-commerce platform for various affiliated vendors to manage products
- Worked on the front-end of their website using Bootstrap, HTML and jQuery
- Learned to use Amazon Web Services (AWS) and PHP for back-end

### Speech Academy Asia | *Public Speaking Trainer*

Jun 2015 – Aug 2016 | Singapore

- Lead and trained a group of young entrepreneurs on how to do public speaking in front of large crowds at the United Nations Women's 'Project Inspire'
- Managed classes of students aged 5 to 12 up to a group size of 30 people

### Anteractif Pte Ltd | *Assistant Producer*

Feb 2013 – Dec 2013 | Singapore

- Assisted with designing and developing various web and media solutions for clients
- Planned and supervised crew members on video production

## Projects

### Hololab | Mobile AR Science App

Dec 2018

- 3D Augmented Reality Science app for young children
- Designed and developed various activities and features of the app using Unity3D and ARKit

### Shark Fin Soup | 2D Survival Game

Sep 2017

- A survival game where the player must avoid as many sharks as possible to stay alive
- Developed the game's mechanics and interface using Unity

### Statement | Fashion Mobile App

April 2017

- An Android app for teenagers to help them decide what to wear for the day
- Designed the overall user interface as well as the concept of image layover, wear-on simulation
- Won *1st runner up* in 10th STePs Exhibition Competition

### Hero as a Hobby | Open-world 3<sup>rd</sup> Person Shooter

May 2016

- A 3D open world third-person shooter hack-n-slash video game
- Won *1st place* in Orbital 2016 Exhibition Competition, has over 20,000 downloads
- Won *Certificate of Commendation* in 9th STePs Exhibition Competition

### Moonchaser | Endless Platformer

Dec 2016

- An Android platformer game created during a game hackathon event
- Designed and drew in-game art and interface and coordinated the entire team
- Won *1st place* in the hackathon, Gamecraft 2016, garnered over 20,000 downloads

### Staredown | 3D VR Survival Game

April 2019

- First-person, virtual reality, survival video game
- Developed multiple features ranging from shooting mechanics to object to object interaction
- Was the main supervisor over the tech
- Won *1st place* in 14th STePs Exhibition Competition