

Software Engineer who is always looking to challenge and grow himself • Education focused on **Graphics and Games** • Worked on several **Games** and **Interaction Design** projects • Has interest in **Front End** or **Full Stack Development** • 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
Jul 2019 | Singapore

NUS Overseas College

In partnership with
Stanford University
Silicon Valley, Batch 33
Dec 2018 | San Francisco
Bay Area

Skills

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

Back End: NodeJs, Java
Coding: C, C++, C#

Graphics: Unity,
OpenGL, Vuforia, AR Kit,
AR Core, Unreal Engine
Design: Balsmiq,
InvisionApp, Adobe XD,
Premiere Pro, Photoshop,
Illustrator

Others: Git, Jira,
Confluence, Agile
Development

Portfolio

Website:

<http://bit.ly/personalWeb>

Hololab:

<http://bit.ly/hololabAR>

Hero as a Hobby:

<http://bit.ly/HaaH>

Statement:

<http://bit.ly/stateProto>

Moonchaser:

<http://bit.ly/Mnchase>

Staredown:

<http://bit.ly/Stare3247>

Hobbies

Chess, Making and Playing
Games, Jiu-Jitsu, Figurine
Assembling and Painting,
Books and Novels,
Photography, Videography

Internship Experience

LightUp, Inc | Software Engineer Intern

Jan 2018 – Dec 2018 | Silicon Valley

- Designed and developed augmented reality activities in C#
- Improved user interface and general app navigation
- Created custom in-house APIs and templates for other developers

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
- Worked on the back-end using PHP and Amazon Web Services (AWS)

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 years old up to a group size of 30 people

Anteractif Pte Ltd | Assistant Producer

Feb 2013 – Dec 2013 | Singapore

- Did web development and designed 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 using Unity3D, AR Kit and Vuforia

Shark Fin Soup | 2D Survival Game

Sep 2017

- A survival game where the player must avoid as many sharks as possible to stay alive
- Programmed 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 (Tech-Exhibition Competition)

Hero as a Hobby | VR Open-world 3rd Person Shooter

May 2016

- A 3D open world third-person shooter hack-n-slash video game
- Won 1st place in Apollo 11 (Advanced) in Orbital 2016, has over 20,000 downloads
- Won Certificate of Commendation in 9th STePs (Tech-Exhibition Competition)

Moonchaser | 2D 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 | VR Survival

April 2019

- First-person, virtual reality, survival video game, playable on Oculus Rift and HTC Vive
- 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 (Tech-Exhibition Competition)