Jason, **Ng** Yong Sheng

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Education

National University of Singapore
BSc in Computer Science| Singapore (2019)

NUS Overseas College
Silicon Valley, Batch 33
Stanford University
Dec 2018|San Francisco Bay Area

Skills

Coding: C++, C#, C, Java, JavaScript, HTML, CSS, Typescript

Framework and Libraries:
jQuery, CSS, Bootstrap, D3, Node.JS, ReactJS, Angular, Protractor, Spring, PostgresSQL

Others: AWS, Azure, Jenkins, Git, Jira, Agile, Confluence, Jenkins

Links

Personal Website:
http://bit.ly/jasonsc

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

LinkedIn:
http://bit.ly/LinkJsc

Hobbies

Cycling, 3D Modelling and 3D Printing, Digital Art, Photography

Work Experience

Deskera | Software Engineer
Jan 2020 – Present| Singapore

• Full-stack developer, working on cloud web applications using various frameworks and technologies like Spring Boot and Java for backend and JavaScript, HTML, CSS and AngularJS for the frontend
• Worked with cross-functional teams on understanding various databases and microservices architectures
• Optimized performance and UX issues based on implemented analytics and customer feedback
• Engineering and resolving various UI and frontend related issues on multiple platforms

LightUp, Inc | Software Engineer Intern
Jan 2018 – Dec 2018| San Mateo

• Optimized memory usage by reworking certain activities on AR Application by introducing object pooling instead of instantiating and destroying objects real-time (reducing memory usage)
• Triage and proactively resolving reported issues during user testing phase
• Dogfooding new iterations of our mobile app to spot and resolve issues
• Fixed multiple coupling issues in codebase to reduce unintentional ripple effects
• Restructured and engineered several in-house APIs that black boxes certain functions for designers and artists as well as facilitating template creation to speed up development and creation processes
• Conducted A/B testing for various features on applications and different environments (from mobile to web), examined and presented the insights and findings to the team

Togoparts Pte Ltd | Web Developer Intern
Jun 2017 – Aug 2017| Singapore

• Developed e-commerce multi-vendor platform using Amazon Web Services (AWS) architecture
• Hands on experience in hosting the website using LAMP (Linux, Apache, MySQL, PHP) stack
• Designed the outlook of the website using Bootstrap, HTML, CSS and jQurery
• Integrated Braintree and Stripe payment APIs on top of existing payment integrations to comply with regulations and facilitate overseas transactions for certain countries

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 C#

Shark Fin Soup | 2D Survival Game
Sep 2017

• A survival game where the player must avoid as many sharks as possible to stay alive

Statement | Fashion Mobile App
April 2017

• An Andriod fashion app prototype done using Java and Android Studio
• Won First Runner Up in 10th STePs Exhibition Competition

Hero as a Hobby | Open World 3rd Person Shooter
May 2016

• A 3D open world third-person shooter hack-n-slash video in Unity
• Attained the highest level of achievement in the NUS Computing Orbital Program, Apollo 11
• Won First 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 done during a hackathon using C#
• Won First 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 using Unreal Engine
• Programmed various gameplay mechanics and object to object interaction
• Won First place in 14th STePs Exhibition Competition