Jason, **Ng** Yong Sheng

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Experience

LightUp, Inc | Software Engineer Intern   Jan 2018 – Dec 2018, San Mateo
- Optimized memory usage by introducing object pooling; tests have shown to reduce battery drainage by 25%.
- Collaborated with others to design and implement software features and perform code reviews for each other.
- Triage, debug and fix various bugs and coupling issues in various software products.
- Contributed to the improvement of the continuous integration and delivery of features and products.
- Restructured and created several in-house APIs to speed up development processes and introduced UI scalability.
- Run A/B tests to improve website conversion rates and reduce smartphone battery usage.

Togoparts Pte Ltd | Web Developer Intern   Jun 2017 – Aug 2017, Singapore
- Developed e-commerce multi-vendor platform with CS-Cart and AWS.
- Hosted the website using LAMP (Linux, Apache, MySQL, PHP) stack.
- Reworked the website using Photoshop, Bootstrap, HTML, CSS and jQurery.
- Integrated other payment APIs on top of existing integrations to facilitate overseas transactions.

National University of Singapore | Student Assistant   Sep 2016 – Jan 2017, Singapore
- Worked for the Department of Accounting of the National University of Singapore (NUS) Business School.
- Prepared and delivered weekly educational materials for a module course.
- Contributed to the success of a program that allows undergraduates to access study materials remotely.

Projects

Hololab | Mobile AR Science App   http://bit.ly/hololabAR
- AR educational app for iOS devices made by LightUp, garnered over $5,000 on Kickstarter.

Shark Fin Soup | 2D Survival Game   http://bit.ly/SFS2d
- A survival game where the player must avoid as many sharks as possible to stay alive.

Statement | Fashion Mobile App   http://bit.ly/stateProto
- A fashion app prototype for Andriod, done using Java and Android Studio, won 1st runner up in a competition.

Hero as a Hobby | Open World 3rd Person Game   http://bit.ly/HaaH
- An open world game done using Unity that garnered over 20,000 downloads and won multiple awards.

Moonchaser| Endless Platformer   http://bit.ly/Mnchase
- An Android platformer game made using Unity with over 20,000 downloads, won 1st place in a hackathon.

Staredown | 3D VR Survival Game   http://bit.ly/Stare3247
- First-person, virtual reality, survival video game using Unity 3D, won 1st place in an exhibition competition.

Achievements

14th STePs (Tech-Exhibition Competition), 2019 – 1st Place
10th STePs (Tech-Exhibition Competition), 2017 – 1st Runner Up
9th STePs (Tech-Exhibition Competition), 2016 – Certificate of Commendation
Gamecraft Hackathon 2016 – 1st Place
Project Orbital Apollo 11, 2016 – 1st Place

Education

National University of Singapore
Bachelor of Computing in Computer Science
Class of 2019| Singapore

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

Skills

Coding: C#, C++, C, Java
Web Development: JavaScript, HTML, jQuery, CSS, Bootstrap, D3, NodeJS
Graphics: Unity 3D, Unreal Engine, OpenGL, Vuforia, AR Kit, AR Core, 3Ds Max
Hardware: Oculus Rift, HTC Vive, Raspberry Pi
Design: Balsmiq, InvisionApp, Adobe XD, Premiere Pro, Photoshop, Illustrator
Others: Git, Jira, Confluence, Vim
Languages: English, Chinese (Mandarin)