

## 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 Engine, Unreal Engine, OpenGL, Vuforia, AR Kit, AR Core

**Design:** Balsmiq, InvisionApp, Adobe XD, Premiere Pro, Photoshop, Illustrator, 3Ds Max

**Others:** Git, Jira, Confluence, Vim

## Links

**Github:**  
<http://bit.ly/githubJsc>

**Website:**  
<http://bit.ly/personalWeb>

**LinkedIn:**  
<http://bit.ly/LinkJsc>

## Internship Experience

LightUp, Inc | Software Engineer Intern

Jan 2018 – Dec 2018, San Mateo

- Optimized memory usage by reworking certain activities to introduce object pooling instead of instantiating and destroying objects real-time (cutting down CPU intensive garbage collection calls and reducing memory usage for about 25 to 30%)
- Triage and proactively resolving reported issues during user testing phase
- Dogfooding new iterations of our mobile app to spot bugs and glitches
- Fixed multiple coupling issues between scripts and code to reduce unintentional ripple effects between scenes when the code is expanded upon by others
- Restructured and created several in-house APIs to speed up development processes
- 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 jQuery
- 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

<http://bit.ly/hololabAR>

3D Augmented Reality Science app for young children

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>

An Android fashion app prototype done using Java and Android Studio

Hero as a Hobby | Open World 3<sup>rd</sup> Person Shooter

<http://bit.ly/HaaH>

3D open world third-person shooter hack-n-slash game done using Unity that is playable on VR and garnered over 20,000 downloads

Moonchaser | Endless Platformer

<http://bit.ly/Mnchase>

An Android platformer game made using Unity with over 20,000 downloads

Staredown | 3D VR Survival Game

<http://bit.ly/Stare3247>

First-person, virtual reality, survival video game using Unity 3D

## Achievements

14th STePs (Tech-Exhibition Competition), 2019 – 1<sup>st</sup> Place

10th STePs (Tech-Exhibition Competition), 2017 – 1<sup>st</sup> Runner Up

9th STePs (Tech-Exhibition Competition), 2016 – Certificate of Commendation

Gamecraft Hackathon 2016 – 1<sup>st</sup> Place

Project Orbital Apollo 11, 2016 – 1<sup>st</sup> Place