

Education

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

National University of Singapore
BSc in Computer Science
Jun 2019 | Singapore

Pioneer Junior College
Cambridge A-Level
Jan 2013 | Singapore

Coursework

Undergraduate

Programming Methodology
Computing and Society
Data Structures and Algorithms
Design and Analysis of Algorithms
Software Engineering
Real-Time Graphics
Interaction Design
Graphics Rendering Techniques
Phenomena and Theories of Human
Computer Interaction
Game Development

Skills

C, C++, C#, Java, Unity, Unreal
Engine, OpenGL, Git, JavaScript,
HTML, jQuery, NodeJs, CSS3,
Bootstrap, Jira, Confluence, Adobe
XD, Premiere Pro, Photoshop,
Illustrator, Vuforia, AR Kit, AR Core,
Balsmiq, InvisionApp

Links

LinkedIn: <http://bit.ly/JscLinkIn>
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>
Die Popup!: <http://bit.ly/DiePopUp>

Experience

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

- A Silicon Valley start-up that designs and develops educational Augmented Reality (AR) apps for young children

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

- Constructed an e-commerce platform that allows the various affiliated vendors to have a guided autonomy in handling the sales and records of their products

Speech Academy Asia | *Speech Trainer Trainee*
Jun 2015 – Aug 2016 | Singapore

- Trained budding young entrepreneurs on how to do public speaking in front of large crowds at the United Nations Women's 'Project Inspire'.

Anteractif Pte Ltd | *Assistant Producer Intern*
Feb 2013 – Dec 2013 | Singapore

- Assisted with designing and developing various web and multimedia solutions for clients such as World Toilet Organization (WTO) and Mediacorp

Ministry of Education | *Assistant Infocomm Trainer*
Jan 2010 – Jan 2012 | Singapore

- Coached students of various high schools in media production

Projects

Hololab | Jan 2018 – Dec 2018

- Hololab is an augmented reality science app that has dozens of fully immersive 3D labs and educational games that inspire people to learn about the world. I worked on the user interface, gameplay and codebase using Unity3D and other AR plugins.

Shark Fin Soup | Sep 2017 – Dec 2017

- A 2D game developed in Unity by me together with a group of artists and designers to invoke awareness about the issues of shark fin soup consumption

Statement | Jan 2017 – Apr 2017

- An Android app prototype that tackles the issue of indecisiveness of deciding what to wear amongst youngsters.
- Won *1st runner up* in 10th STePs under the UI/UX category

Hero as a Hobby | May 2016 - Dec 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

Moonchaser | Dec 2016

- An Android platformer game created during a game hackathon event
- Won *1st place* in the hackathon, Gamecraft 2016, garnered over 20,000 downloads

Die Popup! | Dec 2015 – Jan 2016

- An Android game of closing pop-ups that was developed with a group of friends and I with a unique game genre in mind