

Software Engineer who is always looking to challenge and grow himself • **Computer Science** degree focused on **Graphics and Games**
• Dynamic **team player** with technical skills and **team management** experience • Capable of **working independently** when needed •

Education

National University of Singapore

BSc in Computer Science
Computer Graphics and Games
Jun 2019 | Singapore

NUS Overseas College

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

Skills

Coding: C, C++ (prior experience), C# (fluent), Java (prior experience),

Web Development:

JavaScript, HTML (prior experience), jQuery, CSS (prior experience), Bootstrap, D3, NodeJS

Graphics: Unity 3D

(experienced), Unreal Engine, OpenGL, Vuforia, ARKit, ARCore

Design: Balsmiq,

InvisionApp, Adobe XD (experienced), Premiere Pro (experienced), Photoshop (experienced), Illustrator

Others: Git, Jira, Confluence

Links

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>

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
- Designed and contribute to menu revamp to improve navigability between activities
- 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 that black boxes certain functions for designers and artists as well as facilitating template creation 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 on CS-Cart and Amazon Web Services (AWS)
- Hosted the website using LAMP (Linux, Apache, MySQL, PHP) stack
- Designed the outlook of 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

Dec 2018

- 3D Augmented Reality Science app for young children
- Designed and developed various activities and features of the app using Unity3D and ARKit

Shark Fin Soup | 2D Survival Game

Sep 2017

- A survival game where the player must avoid as many sharks as possible to stay alive
- Developed 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 Exhibition Competition

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

May 2016

- A 3D open world third-person shooter hack-n-slash video game done in Unity
- Won *1st 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
- 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 | 3D VR Survival Game

April 2019

- First-person, virtual reality, survival video game
- 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 Exhibition Competition