

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, California

Awards

Philip Yeo Initiative
Grant Award | Singapore (2019)

Skills

Coding: C#, HTML, CSS, Typescript, Javascript, Java

Frameworks and Libraries: jQuery, Bootstrap, NodeJS, Material UI (MUI), ReactJS, React Native, Redux, Ant Design, Angular

Others: AWS, Azure, Adobe AEM, Jenkins, Git, Jira, Zephyr, Agile, Unity, Confluence, Jenkins, Checkmarx, Sonar, Fortify, OWASP, Jest, Babel

Links

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

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>

Staredown:
<http://bit.ly/Stare3247>

PowerShell App:
<http://bit.ly/psusersc>

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

Work Experience

IBM | Application Developer

Dec 2021 – Present | Singapore

- Worked on web and mobile apps as a senior front-end software engineer using React JS and React Native respectively
- Implemented React templates, reusable common components, and features for mobile and web applications

Visa | Software Engineer

April 2021 – Dec 2021 | Singapore

- Front-end software engineer, mainly using technologies such as Angular, Zephyr, SonarQube and Adobe AEM
- Worked on creating and maintaining components, styles and APIs used by various applications

Deskera | Software Engineer

Jan 2020 – April 2021 | Singapore

- Full-stack developer, working on cloud web apps using SpringBoot Java and PostgreSQL for backend and JavaScript, NodeJS, HTML, CSS and Angular 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, greatly reducing memory usage and battery life consumption
- 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 and infrastructure 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 (EC2, S3)
- Hands on experience in hosting the website using LAMP (Linux, Apache, MySQL, PHP) stack
- Designed and implemented the website outlook using Bootstrap, HTML, CSS and jQuery
- Payment integration of Braintree and Stripe APIs to satisfy compliance requirements for overseas transactions

Projects

Windows User Management | PowerShell App

Dec 2019

- Individual project, simple PowerShell program to manage local users, developed in C#.NET.

Staredown | 3D Virtual Reality (VR) Survival Game

April 2019

- First-person survival video game using Unity, mainly worked on the implementation of the overall gameplay, assets spawning and shield-health system. Won 1st place in 14th STePs Exhibition Competition.

Hololab | Mobile Augmented Reality (AR) Science App

Dec 2018

- 3D Augmented Reality Science app for young children using C# and AR Kit, developed customized Unity libraries, prefabs and state system required of its educational activities and performance optimization.

Shark Fin Soup | 2D Survival Game

Sep 2017

- A survival game where the player must avoid as many sharks as possible to stay alive, responsible for coding the entire game, such as the movement and pause system, and publishing. Mainly developed using Unity and C#.

Statement | Fashion Mobile App

April 2017

- Android prototype, won 1st Runner Up in 10th STePs Exhibition Competition, worked on its UI/UX design.

Moonchaser | Endless Platformer

Dec 2016

- Android game done using C# and Unity that won 1st place in the hackathon, Gamecraft 2016, garnered over 20,000 downloads, mainly in charge of the design and implementation of assets, animations, and user interface.

Hero as a Hobby | Open World 3rd Person Shooter

May 2016

- A 3D open world third-person shooter hack-n-slash video in Unity, mainly responsible for the VR integration.
- Won 1st place in NUS Computing Orbital Program, Apollo 11 Competition, has over 20,000 downloads.
- Won Certificate of Commendation in 9th STePs Exhibition Competition.