Jason S.C, Yong Sheng NG

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Education

Aug 2015 - Jan 2019

National University of Singapore

Singapore

Bachelor of Computing (Honours) in Computer Science

Work Experience

Jan 2010 - Jan 2012

Ministry of Education

Assistant Infocomn Trainer

- Coached students of various high schools in media production which eventually lead them to win several competitions
- Apprenticed under a professional trainer in the media industry to develop a comprehensive syllabus suitable for both to teenagers and adults

Feb 2012 - Dec 2013

Anteractif Pte Ltd

Assistant Producer Intern

- Assisted with developing various multimedia solutions for corporate companies
- Storyboarding and video production work for clients such as World Toilet Organization (WTO) and Mediacorp

Jun 2015 - Aug 2016

Speech Academy Asia

Speech Trainer Trainee

- Trained by a professional trainer to teach aspiring young entrepreneurs and children on how to do public speaking in front of large crowds
- Also trained budding entrepreneurs together with fellow colleagues on how to market and do public speaking at the United Nations Women's 'Project Inspire'.
- Link: http://speechacademyasia.com/

Jun 2017 - Aug 2017

Togoparts Pte Ltd

Web Developer Intern

- 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
- Used HTML, CSS, Bootstrap and an ecommerce framework
- Link: http://www.togoparts.com/pages/index.php

Dec 2017 - Dec 2018

LightUp Inc

Software Engineer Intern

- Developed Augmented Reality (AR) applications for education
- Learned and used Unity, Vuforia
- Link: https://www.lightup.io/

Achievements/Personal Projects

Hero As A Hobby

A 3D third-person view game that incorporates Hack N' Slash and Shooting elements that garnered over 20,000 downloads

- Won 1st place in Apollo 11 (Advanced Level) in Orbital 2016
- Won Certificate of Commendation in 9th STePs
- Link: http://gamejolt.com/games/hero-as-a-hobby/215221

Moonchaser

An Android platformer game created during a game hackathon event that garnered over 20,000 downloads as well

- Won 1st place in the hackathon, Gamecraft 2016
- Link: https://play.google.com/store/apps/details?id=com.Company.MoonChaser&hl=en

Statement A prototype made for Android phones 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

Link: https://play.google.com/store/apps/details?id=com.Company.DiePopup&hl=en

Tone Dead Matrix A tone matrix music software created for fun during HackfestSG hackathon

Die Popup! A unique Android game created together with a group of friends with similar interests

Run Wolf Run! An Android platformer game created during DBS GameJam hackathon

Language Proficiency

Spoken English - Fluent Written English - Advanced

Mandarin - Fluent Mandarin - Intermediate

Skill Sets & Proficiency

Proficient Programming Java

Others HTML Proficient

CSS Intermediate **iQuery** Basic **JavaScript** Basic D3 Basic Unity Proficient CS-Cart **Proficient**

Links

Programs Statement https://github.com/groll/Statement/releases/download/v0.1.5/statement.apk

Tone Dead Matrix https://github.com/notice-us-senpai/hackfest-2016-tone-dead-matrix

Do-er List https://github.com/CS2103AUG2016-W09-C4/main

Miscellaneous

Course Grades and Modules https://www.dropbox.com/s/tmeutllpik4hff8/full-transcript.pdf?dl=0

Testimonial

https://www.dropbox.com/s/tatvedkuk565ofq/togoparts_testimonial.pdf?dl=0 Togoparts

Others

Github https://github.com/JasonScourge

C++

C#

Intermediate

Intermediate