

Software Engineer who is always looking to challenge and grow himself • Education focused on **Graphics and Games** and **Interaction Design** • Has interest and experience working in **Augmented Reality (AR)** and **Virtual Reality (VR)** • Dynamic **team player** with technical skills and **team management** experience • Capable of **working independently** when needed without much supervision •

Education

National University of Singapore

BSc in Computer Science
Computer Graphics and Games

Jun 2019 | Singapore
| CAP/GPA: 3.34

NUS Overseas College

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

Skills

Front End: JavaScript, HTML, jQuery, CSS3, Bootstrap, D3

Back End: NodeJs, Java

Coding: C, C++, C#

Graphics: Unity, Unreal Engine, OpenGL, Vuforia, AR Kit, AR Core,

Design: Balsmiq, InvisionApp, Adobe XD, Premiere Pro, Photoshop, 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>

Internship Experience

LightUp, Inc | *Software Engineer Intern*

Jan 2018 – Dec 2018 | Singapore

- Developed augmented reality features and activities for users using Unity3D, ARKit and Vuforia
- Improved user interface and user experience for users navigating through the main menu
- Experience on backend development as well as frontend design

Togoparts Pte Ltd | *Web Developer Intern*

Jun 2017 – Aug 2017 | Singapore

- Developed an e-commerce platform for various affiliated vendors to manage products
- Worked on the front-end of their website using Bootstrap, HTML and jQuery
- Learned to use Amazon Web Services (AWS) and PHP for back-end

Speech Academy Asia | *Public Speaking Trainer*

Jun 2015 – Aug 2016 | Singapore

- Lead and trained a group of young entrepreneurs on how to do public speaking in front of large crowds at the United Nations Women's 'Project Inspire'.
- Managed classes of students aged 5 to 12 up to a group size of 30 people

Anteractif Pte Ltd | *Assistant Producer Intern*

Feb 2013 – Dec 2013 | Singapore

- Assisted with designing and developing various web and media solutions for clients
- Planned, supervised and coordinated a film crew on the video production for both private companies and broadcasting stations

Ministry of Education | *Assistant Infocomm Trainer*

Jan 2010 – Jan 2012 | Singapore

- Group coaching for students in high school on Web Development and Media Production
- Managed classes with students aged 12 to 16 up to a group size of 25
- Imparted core web development and media design skills via hands-on learning

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

Shark Fin Soup | 2D Endless Running Game

Sep 2017

- A simple game where the user must avoid as many sharks as possible to stay alive
- Programmed out the interface and movement mechanic using Unity

Statement | Fashion Mobile App

April 2017

- A basic prototype to tackle fashion indecisiveness amongst youngsters
- Designed the overall user interface as well as the concept of image layover, wear-on simulation
- Won *1st runner up* in 10th STePs under the UI/UX category

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

May 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
- Designed and drew most of the in-games art and interface and coordinated the entire team
- Won *1st place* in the hackathon, Gamecraft 2016, garnered over 20,000 downloads