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Personal Statement

About Me

I am a 3rd-year Computer Science undergraduate at the National University of Singapore. I entered the world of Infocommunications Technology for fun about 10 years ago and have since developed a deep passion for it. I often enjoy working on my own hobbyist projects, many of which involve creating computer games, videos and web development.

Work Experience

My first working experience was at the Ministry of Education as an assistant Infocomn Trainer for a span of a year, where I learned and trained students to learn and use various multimedia software and basic programming. During the one year of development, I learned a great deal of media editing skills, UI/UX designs and web development. Additionally, I get to learn various soft skills such as communicating and interacting with young teenagers and adults alike in which it had lead me to know and eventually intern under the company known as Anteractif. From there, I took on the role as an assistant producer where I got to interact and work with clients in designing and development of websites and videos, from their ideation to its creation.

My internship at Togoparts had allowed me to further hone my skills in web development and increased my exposure to ecommerce technology. At Togoparts, I built an ecommerce web application for the company for their internal and public use. During my time there, I go the opportunity to learn various ecommerce frameworks, deploy and manage web services. Furthermore, I got the opportunity to work with a team with diverse backgrounds which allowed me to learn and improve my programming and design skills.

Objectives

I hope that during my internship, I will be able to expose myself to new challenges and refine my skills further in software development and design. If time and chances permit, I would like to experiment new ideas and perspectives. Additionally, I am looking forward to learning and experiencing the challenges and joys in a start-up environment.

Skills and Contributions

I have experience in deploying and managing websites before and have knowledge with the UNIX command line. In addition, I have experience in deploying several test-run websites before using platforms before such as FastComet and Amazon Web Services. I also have a keen interest in UI/UX and Human Computer Interaction (HCI) and have taken several modules in them.

Furthermore, I have experience in both working and leading in game development and software engineering teams, particularly the latter in my university's software engineering module. I also have joined a plethora of hackathons and competitions and created of several apps and videos. Additionally, having experiences in public speaking, I was the presenter of my team and pitched our works to the public and judges. That has lead us to win several awards in which can be seen in the links shown in Appendix A.

In addition, I do spend free time in designing and creating various apps and games, in which throughout this process, I learn various coding and scripting languages and design skills between a computer and a human as well as various software nuances. Recently, I have been tinkering with old computers and a Raspberry Pi to set up and host web servers for my own custom web projects and I believe that this will further hone my web development skills.

Lastly, I am a swift and adaptable learner that can pick up new programming languages, frameworks and software skills quickly, which I believe is an essential skill in the everchanging landscape of software and app development. Furthermore, it is the core computer science principles that matter, regardless of programming language or environment.

Education

Jan 2010 - Dec 2012	National University of Singapore Bachelor of Computing (Honours) in Computer Science (Relevant details in Appendix A)	Singapore
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Work Experience

Jan 2010 – Jan 2012	Ministry of Education <i>Assistant Infocomm Trainer</i> <ul style="list-style-type: none">Coached students of various high schools in media production which eventually lead them to win several competitionsApprenticed under a professional trainer in the media industry to develop a comprehensive syllabus suitable for both teenagers and adults
Feb 2012 - Dec 2013	Anteractif Pte Ltd <i>Assistant Producer Intern</i> <ul style="list-style-type: none">Assisted with developing and designing various multimedia solutions for corporate companiesStoryboarding and video production work for clients such as World Toilet Organization (WTO) and Mediacorp
Jun 2015 - Aug 2016	Speech Academy Asia <i>Speech Trainer Trainee</i> <ul style="list-style-type: none">Trained by a professional trainer to teach aspiring young entrepreneurs and children on how to do public speaking in front of large crowdsAlso trained budding entrepreneurs together with fellow colleagues on how to market and do public speaking at the United Nations Women's 'Project Inspire'.
Jun 2017 - Aug 2017	Togoparts Pte Ltd <i>Web Developer Intern</i> <ul style="list-style-type: none">Constructed an e-commerce platform that allows the various affiliated vendors to have a guided autonomy in handling the sales and records of their productsUsed HTML, CSS, Bootstrap and an ecommerce framework

Achievements/Personal Projects

Hero As A Hobby	A 3D third-person view game that incorporates Hack N' Slash and Shooting elements <ul style="list-style-type: none">Won <i>1st place</i> in Apollo 11 (Advanced Level) in Orbital 2016Won <i>Certificate of Commendation</i> in 9th STePs
Moonchaser	An Android platformer game created during a game hackathon event <ul style="list-style-type: none">Won <i>1st place</i> in the hackathon, Gamecraft 2016
Statement	A prototype made for Android phones that tackles the issue of indecisiveness of deciding what to wear amongst youngsters <ul style="list-style-type: none">Won <i>1st runner up</i> in 10th STePs under the UI/UX category
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

[Links about the apps and games can be found below in Appendix A]

Extracurricular Activities

Aug 2016 – Sep 2016	Singapore Geospatial Challenge Business Analytics Mania (SGCBAM) <i>Emcee & Program Host</i> <ul style="list-style-type: none"> Hosted and emcee for SGCBAM hackathon in 2016 Over a hundred audiences including ministers and industrial leaders 	Singapore
Aug 2015 – Jul 2016	National University of Singapore <i>Varsity Canoe Polo Player</i> <ul style="list-style-type: none"> A sports game that involves canoeing, ball handling, excellent teamwork and communication to play Played in the varsity team and represented the school in various competitions such as National Championships 	Singapore

Language Proficiency

Spoken	<ul style="list-style-type: none"> English – Fluent Mandarin – Fluent 	Written	<ul style="list-style-type: none"> English – Advanced Mandarin – Intermediate
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Skill Sets & Proficiency

Programming	Java C++ C# C	Proficient Intermediate Intermediate Basic
Web Development	HTML CSS jQuery JavaScript D3 PHP AWS	Proficient Intermediate Basic Basic Basic Basic Basic
Frameworks & Engines	Unity CS-Cart OpenGL Bootstrap Magento	Proficient Proficient Basic Basic Basic
Version Control Tools	Git	Intermediate
Server Management	Web Server Setup & Maintenance	Basic
Multimedia & Prototyping	Adobe Photoshop Balsmiq Adobe Premiere Pro Adobe After Effects Adobe Illustrator/Freehand Adobe Flash MarvelApp Axure RP	Advanced Advanced Proficient Proficient Proficient Intermediate Intermediate Basic
Others	Photography Videography (Pre-production and Post-production) Writing & Publications	Proficient Proficient Basic

Degree: Bachelor of Computing (Honours) in Computer Science

Objectives	Course Description
Computing	PROGRAMMING METHODOLOGY DISCRETE STRUCTURES CALCULUS FOR COMPUTING COMPUTING AND SOCIETY DATA STRUCTURES AND ALGORITHMS I DATA STRUCTURES AND ALGORITHMS II SOFTWARE ENGINEERING INTRODUCTION TO COMPUTER NETWORKS DESIGN AND ANALYSIS OF ALGORITHMS
UI/UX	INTERACTION DESIGN PHENOMENA AND THEORIES OF HUMAN-COMPUTER INTERACTION
Graphics and Games	COMPUTER GRAPHICS INDEPENDENT WORK REAL-TIME GRAPHICS GAME DESIGN
Communications	PUBLIC SPEAKING AND CRITICAL REASONING EFFECTIVE COMMUNICATION FOR COMPUTING PROFESSIONALS GLOBALISATION AND NEW MEDIA CRITICAL THINKING IN THE INFORMATION AGE

Links*Prototypes and Apps**Statement*<https://github.com/groll/Statement/releases/download/v0.1.5/statement.apk>*Tone Dead Matrix*<https://jasonscourage.github.io/ToneDeadMatrix/>*Do-er List*<https://tinyurl.com/y7jf4kyd>*Games**Hero As A Hobby*<http://gamejolt.com/games/hero-as-a-hobby/215221>*Moonchaser*<https://play.google.com/store/apps/details?id=com.Company.MoonChaser&hl=en>*Die Popup!*<https://play.google.com/store/apps/details?id=com.Company.DiePopup&hl=en>*Run Wolf Run!*<https://www.youtube.com/watch?v=AxYM4Cb-vG4>*Testimonial**Togoparts*https://www.dropbox.com/s/tatvedkuk565ofg/togoparts_testimonial.pdf?dl=0*Others**Github*<https://github.com/JasonScourage>