Raynold Tan
Computer Science Student at Nanyang Technological University

A highly motivated and passionate software developer that learns quick. Seeking a full-time software engineering internship for the period of July 2021 till December 2021.

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📍 Singapore

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in linkedin.com/in/raynoldtan

SKILLS

C#, C++, Java, Javascript, Python

Data Structures, Algorithms, Object-Oriented Programming

Git and SVN

Project Management, Agile and Scrum

Android Studio, Eclipse, Visual Studio, Unity3D

LANGUAGES

English
Native or Bilingual Proficiency

Mandarin
Limited Working Proficiency

HOBBIES & INTERESTS

Technology   DIY

Photography

WORK EXPERIENCE

Software Engineering (Fullstack) Intern
Global eTrade Services
05/2020 - 08/2020

- Involved in the implementation and testing phases of DataTX, an artificial intelligence based software tool that allows the user to harness pre-existing information in digital and non-digital format to ease data entry.
- Developed using JavaScript, ReactJS and Axios for the front-end web application, and for the back-end using Java, Spring and MongoDB.
- Created load testing scripts using Load Runner software.

Student Assistant - Data Science and Artificial Intelligence Research Centre
Nanyang Technological University
08/2019 - 01/2020

- Developed for IntelliK, a game authoring platform which enables creative people to develop artificial intelligence powered digital games without requiring any programming skills, using Unity3D with C#.
- In charge of porting the application to mobile operating systems such as iOS and Android.
- Worked closely with a graphic designer to develop the entire mobile user interface.

Game Developer
Infinito Games
06/2016 - 10/2016

- Developed games and interactive exhibits using Unity3D for multiple platforms.
- Integrated Virtual and Augmented Reality peripheral devices into the applications.
- Directed small teams to complete the projects.
- Managed the outsourcing of jobs such as audio creation.

EDUCATION

Bachelor of Engineering in Computer Science
Nanyang Technological University, Singapore
08/2018 - Present

- Expected graduation: December 2021
- Sub-Committee Member for the Photo-Videographic Society

Diploma in Digital Entertainment Technology (Games)
Nanyang Polytechnic, Singapore
04/2013 - 05/2016   *CGPA: 3.79/4.00*

- Received Director's List awards for five semesters.
- First runner up in the National Crime Prevention Council Mobile Game Design Contest 2015.
- Went on an overseas internship at Kajaani University of Applied Sciences, Finland.
- Certified with PlayStation Game Development Training.

CO-CURRICULAR AND VOLUNTARY ACTIVITIES

NTU Photo-Videographic Society Sub-Committee Member (01/2019 - Present)

Singapore Computer Society Member (04/2013 - 05/2016)