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.

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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

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.
- 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

B.Eng. Computer Science
Nanyang Technological University ↗

08/2018 - Present

- Sub-Committee Member for the Photo-Videographic Society

Diploma in Digital Entertainment Technology (Games)
Nanyang Polytechnic ↗

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.