Jay Raj

SOFTWARE ENGINEER

SINGAPOREAN

j.raj93.designer@gmail.com ✉
(HP) +65 8298 4663 ☎

Experience

REACT-PYTHON DEVELOPER - PROJECT STAFF // REPUBLIC POLYTECHNIC
May 2024-Present

• **FULLSTACK DEVELOPMENT – REACT & PYTHON** - Developed end-to-end solution, handling frontend (React), backend (Python Flask), and integration of colleague's ML models (Inventory Optimizer & Demand Forecaster).

• **AWS DEPLOYMENT** - Containerized app with Docker, uploaded to ECR, and deployed on separate EC2 instances for frontend and backend, communicating via API Gateway (HTTP API).

FULL STACK DEVELOPER (TRAINEESHIP) // AIRES APPLIED TECHNOLOGY
Aug 2023-May 2024

• **FRONTEND DEVELOPMENT IN REACT** - Developed the frontend of an encryption software after drafting the wireframes and high-fidelity prototype in Figma.

• **FACE RECOGNITION IN PYTHON & REACT** - Developed backend user database in Python Flask that lets user to login with face recognition through API calls from React frontend.

• **RAPID PROTOTYPING IN C#** - Developed an AR app using AR Foundation (Google's ARCore + Apple's ARKit) in Unity3D.

SOLO GAME DEVELOPER // J. GAMES ENTERTAINMENT
Dec 2022-Aug 2023

• **DEVELOPMENT IN C#** - Developed hero state machine, enemies' behavioural trees and game logic in Unity3D.

• **UI AND ART IN ILLUSTRATOR** - Created all the game UI, environment and characters artworks.

• **MOTION GRAPHICS IN AFTER EFFECTS** - Created marketing contents for social media.

Dino with a Gun download
Play Store: bit.ly/resumeDWAG

CREATIVE LEAD // TRON DAO (WINk WEB3.0 GAMEFI)
Nov 2021-Dec 2022

• **LEADERSHIP** - Attended HOD meetings and led the creative team on content creation.

• **UI PROTOTYPING IN FIGMA** - Worked closely with the frontend developers to create UI flow diagrams, and developed low and high-fidelity wireframes. (Project Link)

• **MOTION GRAPHICS IN AFTER EFFECTS** - Animated landscapes for GameFi metaverse world.

GAME DESIGNER // GAME REIGN PTE LTD
Apr 2021-Nov 2021

• **IDEA CONCEPTUALIZATION** - Brainstorm game features and mechanics that will keep players hooked and increase the chances of them spending in game.

• **RAPID PROTOTYPING IN C#** - Developed multiple mini games to demonstrate the effectiveness of brainstormed ideas.

VFX SUPERVISOR - MOGRAPH ARTIST // MONOCHROMATIC PICTURES
2018-2021

• **VFX SUPERVISOR** - Supervised the VFX scenes on set in a green screen studio for Evia OLA Luxury EC TVC and led the team on the post-production workflow.

• **MOTION GRAPHICS IN AFTER EFFECTS** - Worked on a multiple client's project such as Microsoft and Subway.

Skills & Competencies

Programming

React

C# (C-sharp)

SQL

Python

Unity3D

Other Applications

Figma

Illustrator

Photoshop

After Effects

Premiere Pro

Cinema4D

Socials

GitHub
PUBLIC REPOS
bit.ly/resumeGitH

WEBSITE
vindorable.github.io

LinkedIn
linkedin.com/in/jay

Education

Diploma Certificate in Visual Effects & Motion Graphics
Singapore Polytechnic
2010-2013

Certifications

AWS
• AWS Certified Cloud Practitioner (Issued on Aug 2024) [Credentials](#)

SOFTWARE QUALITY ASSURANCE
3 months course in Ngee Ann Polytechnic + 6 months OJT (Aug 2023 – Apr 2024)
SFA (Singapore FinTech Association) Career Conversion Attach-and-Train FinTech Talent Programme
• Python Programming • SCRUM • Software QA

# Personal Projects

DINO WITH A GUN (UNITY3D)

A game like survivior.io where you survive the onslaught of enemies for a time period and picking up upgrades along the way.

• **DEVELOPMENT IN C#**
• **GOOGLE IN-APP PURCHASE** - Buy gems and custom skins from shop.
• **BACKEND API FOR PLAYER MANAGEMENT** - Used LootLocker for cloud storage, server time pinging (to prevent cheating by changing device time), leaderboard and achievements.

Play Store: [Android Download](#)
App Store: [iPhone / iPad Download](#)

SHARK-A-BOOM (UNITY3D)
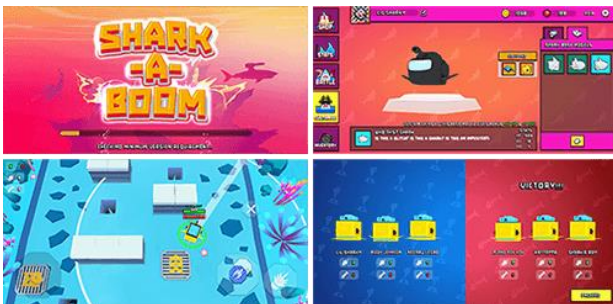
A game like Brawl Stars where you battle it out with enemy team of sharks with turrets.

• **DEVELOPMENT IN C#**
• **REAL-TIME PVP WORLDWIDE** - Using Photon Engine PUN.
• **FIREBASE CHAT SYSTEM** - For global real-time messaging.
• **FIREBASE FRIEND SYSTEM** - To encourage social network ecosystem.
• **FIRESTORE CLOUD BACKUP** - For cross-platform game data saving.

Removed from Play Store.
Reason: No longer updating the Google SDKs to keep up with compliance.

About: [Website - SAB](#)

FRANKRIT EATS MEAT (GAMEMAKER STUDIO)
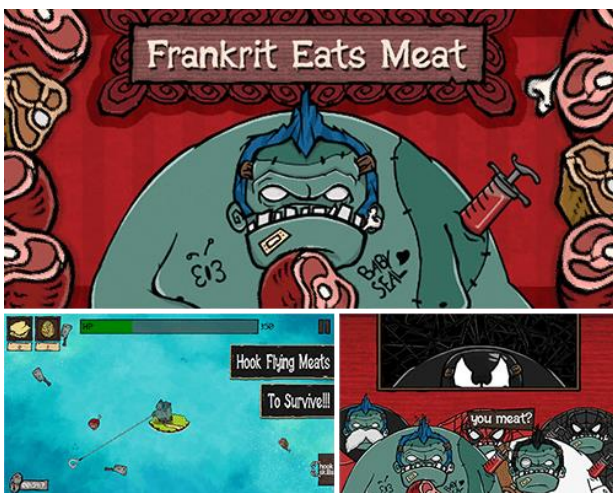
A simple hooking game where you have to hook meats to survive as long as possible while avoiding hooking on things that will hurt you.

• **DEVELOPMENT IN GML (C# WRAPPER LANGUAGE)**
• **GOOGLE IN-APP PURCHASE** - Buy gems to purchase upgrades for the skill tree to give you an edge in survival and also to buy skins.

Removed from Play Store.
Reason: No longer updating the Google SDKs to keep up with compliance.

About: [Website - FEM](#)