

CAI WEIYU

VETERAN DEVELOPER & EDUCATOR |
TAUGHT MILLIONS TO CODE THROUGH
INNOVATIVE MY TEACHING APP



CONTACT

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Singapore

https://caiweiyu.com/educator_resume

PROJECT LINKS

- [Scratch Tutorial App](#)
- [Wonder Earth App](#)
- [Landbox.sg - a Digital Twin Project](#)
- [My GitHub](#)
- [My Programming Book](#)

TECH SKILLS

- C#, Python, Typescript, C++, Java, Javascript, Swift, Kotlin
- Web:** React, Node.js, Next.js, Three.js
- DB:** MongoDB, MySql
- DevOps:** Docker, Nginx, Automation test, CI/CD, Agile
- Mobile:** Android/iOS, React-Native
- Engine:** Unity, Unreal Engine
- Cloud:** AWS, Google Cloud, Firebase, Cloud Functions.
- Tools:** Git, Perforce, Linux, Android Studio, Xcode



PROFILE

Results-driven developer, founder, and educator with 10+ years in software development.

Proven success in teaching Scratch and Python, with a learning app used by 10 million students. Passionate about mentoring and seeking a senior lecturer role in school of computing.



PROFESSIONAL EXPERIENCE

Yilumi Studio, Singapore 2020 - PRESENT
Founder, Educator, Developer

- Owner of Scratch/Python Tutorial App**, teaching programming.
 - 10 millions of students globally.
 - The best video tutorial series in China.
 - Author of book "Scratch3.0少儿趣味编程一本通".
- Owner of Wonder Earth (酷玩地球)**, a 3D educational app which is renowned in China:
 - 5 million downloads, over 1 million users. Revenue > SGD 600k.
 - HuaWei Gallery Editor's Choice (Nov 2022).
- Owner of Landbox.sg**, a digital twin web project enhancing the HDB BTO process. Used modern web development frameworks:
 - Typescript, React, Next.js for frontend.
 - Node.js, Typescript for backend.

Bandai Namco Studio Singapore 2016 - 2020
Senior Software Developer

- Contributed to the development of several video game titles and prototypes. Agile Development.

Autodesk Singapore 2013 - 2016
Software Developer

- Developed advanced features for industry-standard 3D content creation tools like Maya and MotionBuilder. Agile Development.

Lucasfilm Singapore 2010 - 2013
Software Developer

- Designed and implemented robust pipeline asset management systems and cloud rendering pipelines to support blockbuster productions.

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COMMUNITY INVOLVEMENT

- Grassroots Leader at Woodgrove RC (2014 – 2019)
- Led Citizen on Patrol initiatives to improve community safety and engagement.

LANGUAGES

- English
- Mandarin Chinese



TECHNICAL SKILLS

- Programming Languages:** C#, Python, Typescript, C++, Java, Javascript, Swift, Kotlin
- Web Full Stack:** React, Node.js, Typescript, Next.js, Three.js, R3F, HTML, CSS, Modern Build Frameworks. Frontend / Backend. RESTFUL APIs.
- DevOps:** Docker, Nginx, Automation test, CI/CD, Agile.
- Database:** MongoDB, MySQL, Firebase Firestore.
- Mobile:** React Native, Android, iOS.
- Cloud:** AWS, Google Cloud, Firebase, Cloud Functions.
- Tools:** Git, Perforce, Linux, Android Studio, Xcode
- Game Engine:** Unity, Unreal Engine.
- Notes:** All above skills are used to build mobile apps and web app to serve millions of users, with stable services.



TEACHING RELATED

- Engaging Educator:** Ranked top in China's market, my video tutorials captivate millions by making coding fun. From Scratch games to Python projects like the Caesar cipher, I excel at sparking students' curiosity through creative learning.
- Good at Simplifying Complex Concepts:** Adept at breaking down difficult topics like classes and inheritance. Expert in guiding students to create meaningful projects and designing engaging, holistic coding assessments.
- Broad Expertise:** Experienced in everything from industrial software like Maya to scripting, automation, CI/CD, mobile, and web development. Capable of teaching a wide range of programming concepts.



EDUCATION

- Master of Science, Digital Media** 2009 - 2011
Nanyang Technological University
GPA: 4.68 / 5.00
- Bachelor of Engineering, BioEngineering** 2003 - 2007
Nanyang Technological University
2nd Upper Honors