

# CAI WEIYU

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



## CONTACT

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Singapore

[https://caiweiyu.com/educator\\_resume](https://caiweiyu.com/educator_resume)

## PROJECT LINKS

[My GitHub](#)

[Landbox.sg - a Digital Twin Project](#)

[Scratch Tutorial App](#)

[Wonder Earth App](#)

[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 Python and Scratch, with a learning app used by millions of students.



## PROFESSIONAL EXPERIENCE

### Founder of Yilumi Studio, Singapore

2020 - PRESENT

- **Creator of Landbox.sg**, a digital twin web app enhancing the HDB BTO process. **Full stack web application development:** used modern web development frameworks:
  - **Frontend:** Typescript, React, Next.js, three.js.
  - **Backend:** Node.js, Typescript.
- **Creator of Wonder Earth App**, a 3D educational app which is renowned in China:
  - Wrote **100K+ lines** of **C#** in Unity Engine from scratch.
  - 5 million downloads, over 1 million users. Revenue > SGD 600k.
  - HuaWei Gallery Editor's Choice (Nov 2022).
- **Creator of Python/Scratch Tutorial App**, teaching programming.
  - Amassed **10 million plus views**.
  - The most popular video tutorial series in China.
  - Author of book "Scratch3.0 Foundation Tutorial".

### Bandai Namco Studio Singapore

2016 - 2020

Senior Software Developer

- **Agile Development:** making key systems in video games like Ace Combat and other prototypes (C++). **Waterfall project management.**

### Autodesk Singapore

2013 - 2016

Software Developer

- **Full software development cycle** for software like Maya (C++).
- **Automation test** (Jenkins) and **CI/CD** for faster iteration.
- Visual image **automation test**.

### Lucasfilm Singapore

2010 - 2013

Software Developer

- **DevOps:** Automation testing (Jenkins). Implemented a **backup system** for movie visual effects industry (Python).
- Implemented a **digital asset pipeline system**, support **configuration management** (Python).

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## LANGUAGES

- English
- 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 EXPERIENCE

- Engaging Educator:** Ranked **top** in China's market, my video tutorials captivate millions by making coding fun. From Scratch games to **Python projects**, I excel at sparking students' curiosity through **creative learning**.
- Good at Simplifying Complex Concepts:** Expert in guiding students to **create meaningful projects** and designing **engaging, holistic coding assessments**.
- Broad Expertise:** Experienced in software development 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