Darius Foo

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https://github.com/dariusf

OVERVIEW

- Third year undergraduate student in Computer Science, National University of Singapore (NUS)
- Focus areas: programming languages, computer graphics

EXPERIENCE

Project Lead, HubTurbo
National University of Singapore (NUS), July 2014 - present

- *HubTurbo* is a desktop client meant to enhance GitHub's issue tracker.

Teaching Assistant, CS1101S Programming Methodology
National University of Singapore (NUS), Aug 2013 - Nov 2014

- Taught an accelerated introduction to programming using functional programming techniques.
- Maintained a JavaScript-to-Java compiler which was used by students to run their JavaScript programs on Lego NXT robots.

Programmer (part-time)
Singapore University of Technology and Design (SUTD) / Marshall-Cavendish Online, Dec 2013 - Feb 2014

- Developer on *Getzapp*, an educational puzzle game for web browsers. Released commercially.

Intern (Programmer), Game Innovation Programme
Singapore University of Technology and Design (SUTD), May 2013 - Aug 2013

- Developer on *Tower of Myr: Crystal Stream*, a turn-based Android strategy game

ACCOMPLISHMENTS

- Won fourth place in an online challenge hosted by CodeCombat.com for an Io-to-JavaScript compiler, now live on their site
- Created *Dendryte*, a web app for creating hierarchical mind maps
- Created *Logophile*, an indie puzzle game for Android
- Participated in Global Game Jam 2014/2015

SKILLS

- Web development: HTML/CSS/JS; node.js, Google App Engine
- Game development: in-depth knowledge of Unity3D and C#
- In-depth knowledge of JavaScript, Java, Haskell, OCaml
- Working knowledge of C++, Python

REFERENCES

- Martin Henz, Associate Professor, NUS (henz@comp.nus.edu.sg)
- Teo Chor Guan, Program Director, SUTD Game Lab (chorguan_teo@sutd.edu.sg)