Darius Foo

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OVERVIEW

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

EXPERIENCE

Research Assistant
National University of Singapore (NUS), June 2014 - July 2014

- Main developer on *HubTurbo*, a project management frontend for GitHub's issue tracker. *HubTurbo* is to be used by a yearly cohort of 400~ students.

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.

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

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

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

- Main 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 *Logophile*, a soon-to-be-released indie puzzle game.
- Created *Vigilante*, an immersive platformer, during Global Game Jam 2014.

SKILLS

- In-depth knowledge of JavaScript, Java, and Unity 3D
- Working knowledge of C# (in the context of Unity 3D), C++, Python, and client-side web development

REFERENCES

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