Darius Foo

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https://github.com/dariusf

EDUCATION

- Third year undergraduate, Bachelor of Computing (B. Comp.), Computer Science, National University of Singapore (NUS)
- Certificate of Distinction, Programming Languages
- Certificate of Merit, Computer Graphics and Games

ACCOMPLISHMENTS

- Awarded 4th place in CodeCombat.com online challenge for Io-to-JavaScript compiler
- *Delta Burns*, Android app created as team research project in collaboration with Singapore General Hospital
- *Logophile*, indie word game for Android (released for free on Google Play)
- *Vigilante (2014)* and *Shrink Simulator (2015),* created in Global Game Jam

EXPERIENCE

Software Engineering Intern, Experimental Systems & Technology Lab (ongoing)
Ministry of Education Singapore, Jun 2015 to Aug 2015

Member of team developing *Coursemology*, an open source education platform with gamification elements. Used in select modules at NUS and various schools in Singapore.

Project Lead, HubTurbo Google Summer of Code 2015 mentor
National University of Singapore (NUS) School of Computing, Jul 2014 to Jun 2015

Developed *HubTurbo,* a desktop companion to GitHub's issue tracker. Open source, student-developed, and used to teach software engineering principles at NUS.

Founding team member of project. Implemented major parts of both the user interface and the back end.

As GSoC mentor, oversaw rewrite that improved testability and concurrency.

Teaching Assistant, CS1101S Programming Methodology (ongoing)
National University of Singapore (NUS), Aug 2013 to present

Taught CS1101S, an accelerated introduction to programming based on the text Structure and Interpretation of Computer Programs (Abelson, Sussman) and conducted in JavaScript.

Conducted discussion group sessions and graded assignments. Maintained a source-to-source JavaScript-to-Java compiler 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 to Feb 2014

Developed *Getzapp*, an educational puzzle game for web browsers. It was released commercially.

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

Developed *Tower of Myr: Crystal Stream*, a turn-based strategy game for Android. Implemented major parts of the gameplay and user interface.

SKILLS

- Web: Ruby on Rails, node.js, Google App Engine
- Games: in-depth knowledge of Unity3D and C#
- Mobile: working knowledge of Android
- GUI: Swing, JavaFX
- In-depth knowledge of Java, JavaScript, Ruby, 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)