Walson Low

Website: walson-low.com
Email: walson.low.portfolio@gmail.com
GitHub: github.com/darkdread

SUMMARY

Results-driven and motivated Software Engineer with a demonstrated experience in improving software performance, testing and updating existing software, and developing new software functionalities. Equipped with a diverse skill-set. Proficient in various platforms, languages, and embedded systems.

EXPERIENCE

Razer   Singapore, SGP
Software Engineer Parttime   2019-2020

- Collaborated with peers on the improvements of software performance and performed error analysis
- Worked on internal software which automated the process of extracting information from internal files, thereby reducing time it takes to develop software
- Recognized by executives for completing projects in a timely manner

Razer   Singapore, SGP
Software Engineer Intern   2019

- Computer Hardening
- Setup a Linux machine to conform to the CIS Ubuntu Hardening Benchmark
- Automate process of building Chromium using Jenkins

Terresquall   Singapore, SGP
Freelance Software Engineer   2018-Current

- Serve.sg
- Designed graph display using chart.js
- Developed backend to support groups and projects

LANGUAGES

- **Proficient in:** JavaScript, TypeScript, C#, Python
- **Familiar with:** PHP, ActionScript3, Shell, Cmd, MySQL
- **Previously Used:** C++, Java

TECHNOLOGIES

- **Tools:** Visual Studio Code, Postman, Git, Docker, Jenkins
- **Web Development:** Django, Vue, CodeIgniter, Apache, Nginx
- **Game Engines:** Unity, Unreal Engine
- **Environments:** AWS, DigitalOcean, Linux, Windows

EDUCATION

Singapore Polytechnic   Singapore, SGP
Diploma in Games Design & Development   2017–2020

ITE College Central   Singapore, SGP
Nitec in Social Media & Web Development   2015–2017

PROJECTS

See full list of projects on walson-low.com

Ring Ring Special Delivery   2020
Unity, C#
- Designed in-game camera to seamlessly traverse game objects
- Implemented pathfinder to allow smart AI navigation.

VR Osu   2020
Unity, C#
- 3D rhythm game inspired by Osu.
- Uses OsuParsers to parse .osu files into data structures

Fortress Siege   2020
Unity, C#
- 2D co-op networked platformer game.
- Developed abstract classes to work create object with different features

StarHub API   2020
Python
- Fetches user information and data usages from StarHub.
- Relies on chromedriver and selenium to login
- Uses requests library to fetch starhub usage information

Streamer Companion App   2019-2020
TypeScript
- Software is used by millions of users worldwide
- Developed an API which queues event to playback chroma effects
- API uses SharedWorker to enable seamless transition of effects playback