

## SUMMARY

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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

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### Razer

Software Engineer Parttime

Singapore, SGP

2019-2020

- Helped build, test, and improve on widely available software used by customers worldwide
- 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

Software Engineer Intern

Singapore, SGP

2019

- Worked with superior to develop a hardening script for Ubuntu 18.04
- Setup a Linux machine to conform to the CIS Ubuntu Hardening Benchmark
- Automated process of building Chromium using Jenkins

### Terresquall

Freelance Software Engineer

Singapore, SGP

2018-Current

- Designed graph chart for charities using chart.js
- Improved backend to support groups and projects
- Implemented MySQL database models for groups and projects

## LANGUAGES

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

## TECHNOLOGIES

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

## EDUCATION

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<b>Singapore Polytechnic</b> Diploma in Games Design & Development	Singapore, SGP 2017–2020
<b>ITE College Central</b> Nitec in Social Media & Web Development	Singapore, SGP 2015–2017

## PROJECTS

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See full list of projects on [walson-low.com](http://walson-low.com)

<b>Ring Ring Special Delivery</b> Unity, C# <ul style="list-style-type: none"><li>– Designed in-game camera to seamlessly traverse game objects</li><li>– Implemented pathfinder to allow smart AI navigation.</li></ul>	2020
<b>VR Osu</b> Unity, C# <ul style="list-style-type: none"><li>– 3D rhythm game inspired by Osu.</li><li>– Uses OsuParsers to parse .osu files into data structures</li></ul>	2020
<b>Fortress Siege</b> Unity, C# <ul style="list-style-type: none"><li>– 2D co-op networked platformer game.</li><li>– Developed abstract classes to create objects with different features</li></ul>	2020
<b>StarHub API</b> Python <ul style="list-style-type: none"><li>– Fetches user information and data usages from StarHub.</li><li>– Relies on chromedriver and selenium to login</li><li>– Uses requests library to fetch StarHub usage information</li></ul>	2020
<b>Streamer Companion App</b> TypeScript, Babel, Webpack <ul style="list-style-type: none"><li>– Software is used by millions of users worldwide</li><li>– Developed an API which queues event to playback chroma effects</li><li>– API uses SharedWorker to enable seamless transition of effects playback</li></ul>	2019-2020