

LOW HSIN YI

+65 9066 3486 • hsinyilow@u.nus.edu • <https://linkedin.com/in/hsinyilow>
<https://hsinyilow.wixsite.com/hsin-yi-portfolio>

EDUCATION

National University of Singapore

Aug 2023 - May 2027

Bachelor of Computing (Honours) in Computer Science

- Relevant course work: Software Engineering, Database Systems, Data Structures & Algorithms

Singapore Polytechnic

Apr 2020 - May 2023

Diploma in Game Design and Development

- Specialised in Game Programming

SKILLS SUMMARY

- Programming Language: Java, C# (Unity), SQL (Basic)
- Web development: HTML, CSS, JavaScript (Basic)
- Version Control: GitHub, Sourcetree
- Software: Unity, Da Vinci (Basic)

EXPERIENCE

Developer Intern, Terresquall, Singapore

Mar 2022 - Aug 2022

- Developed and deployed a password generator using HTML, CSS, and JavaScript on the Terresquall website to help users save time through the automation of secure and randomized password creation.
- Created 'Bounce Tales,' a 2D platformer with physics-based mechanics in Unity, with the intention of developing a tutorial series using the game
- Edited and produced a 5-part video series for 'Bounce Tales' using DaVinci Resolve. Posted on Terresquall's YouTube channel as a simple, easy-to-follow tutorial to guide viewers in creating the game.
- Designed and customized webpages for three client companies using WordPress, Elementor, and CSS.

Part-Time Instructor, Kodekoon, Singapore

Jul 2023 - Aug 2023

- Conducted coding workshops for 16 children, teaching the fundamentals of game development in Roblox Studio with the intention to introduce and spark interest in game development.

Freelance Developer, Terresquall, Singapore

Sep 2024 - Dec 2024

- Designed and built WordPress webpages using Elementor and CSS for three client projects, including NDCA and NICA.
- Iterated websites to meet client requirements by implementing design updates and suggestions, including layout changes, to enhance user reading experience.
- Optimized client images for WordPress sites by resizing, compressing, and naming them in the proper format to improve load speed and enhance crawling and indexing by search engines.

PROJECTS

Astra

Jan 2025 - Feb 2025

- Built a Java-based task management chatbot for a Software Engineering module individual assignment, helping users to track tasks more easily.

Forum Project

Ongoing

- Implementing features such as user authentication and comment functionalities using React, Golang and REST API for communication

Overclocked [Client project as Final Year Project]

Oct 2022 - Mar 2023

- Collaborated with a team of 6 to create a cross-platform VR and PC tower defense game, showcasing the client's plugin at the SP graduation show.
- Created a grid system and other game managers to ensure the smooth integration of gameplay elements.

Terminus [Studio project]

Oct 2021 - Mar 2022

- Led the programming development of a 3D tower defense game as part of a 6-person team, delegating tasks and coordinating with artists to ensure art assets were provided on time for milestones.
- Programmed AI behaviors for enemies and customizable level controls, allowing the game designer to easily adjust attributes during testing.

CO-CURRICULAR ACTIVITIES

Secretary (2021), Singapore Polytechnic Harmonica Orchestra

May 2020 - Feb 2022

- Led orchestra practice sessions as a student conductor; and mentored four junior members to play the harmonica.
- Organised the CCA's participation in the 2022 Arts Fiesta as a member of the planning committee, coordinating logistics.
- Coordinated 2 volunteer events with FoodBank and Willing Hearts with the CCA committee.