

# LOW HSIN YI

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<https://hsinyilow.github.io/portfolio/>

## EDUCATION

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**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

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

## EXPERIENCE

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**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

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**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**

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**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.