

Jarell Ow Yong

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Education

Digipen Institute of Technology

Singapore, SG

Bachelor of Computer Science in Real-Time Interactive Simulation

April 2024

- Teaching Assistant for Linear Algebra, providing constructive feedback on assignments, and leading comprehensive exam review sessions to enhance student comprehension.
- One among three teams from the entire cohort selected to showcase our tailored game engine and game at Ubisoft.
- Participated in DigiPen Redmond's Joint Degree Program via the Overseas Immersion Program (OIP), focusing on advanced research in Super Resolution, Path Finding, and Oct-Tree Spatial Partitioning.

Experience

Platform Tech Intern

August 2023 – April 2024

SP Group

Singapore, SG

- Created an automation tool for SSL certificate management, enabling systematic monitoring of certificate expiration for various microservices, saving a minimum of 1 man-hour per week and accommodating seamless integration of additional microservices.
- Managed end-to-end deployment processes, encompassing comprehensive software engineering, proficient Docker containerization, and Jenkins CI/CD implementation.
- Proficiently conducted unit testing, identifying and rectifying bugs to ensure the tool's reliability and robustness.
- Leveraged my expertise in MuleSoft API Gateway to seamlessly integrate Java REST APIs, streamlining automation processes and facilitating the efficient onboarding of microservices.

Quality Assurance Intern

October 2019 – February 2020

Musio

Singapore, SG

- Developed and executed quality assurance scripts to streamline the testing of technical products, resulting in increased efficiency and reduced product defects.
- Ensured comprehensive quality assurance for both front-end and back-end aspects of the product.
- Collaborated with cross-functional teams to ensure the successful launch of multiple technical products on various platforms, such as web and mobile applications.

Projects

Custom Engine | Principal Audio Programmer

September 2021 - April 2023

- Spearheaded the development of the Audio engine for the custom game engine, overseeing the integration of the Audio component and Audio system.
- Incorporated a 3D audio library and applied optimization techniques, including algorithmic enhancements, memory management improvements, and multi-threading, to enhance overall run-time efficiency significantly.

Technical Skills

Languages: C++, Golang, C#, Java

Developer Tools: Visual Studio Code, Github

Software: Docker, Jenkins, Jira