Jermaine Cheng

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FOCUS

- Computer graphics
- Machine learning
- User Interaction/Experience Design
- Concept prototyping (applications)

EDUCATION

Singapore University of Technology and Design   **May 13 to Sept 16**

- Bachelor of Engineering (Computer Engineering Major), Summa Cum Laude
- Co-authored a published research paper titled 'Facile Synthesis of Monodisperse Nanostructured Silver Micro-Colloids via Controlled Agglomeration and Coalescence'
- Participated in multiple projects (see attached design portfolio below)

Massachusetts Institute of Technology, Exchange Program   **Jan 15 to Feb 15**

INTERNSHIPS

SUTD Gamelab, Game Designer Intern   **May 14 to Aug 14**

- Designed and prototyped interfaces, levels, game systems, mechanics, storyboards, animations, art and sound.
- Evaluated game mechanics through paper prototyping and digital testing in two-week scrum cycles.
- Acted as main integrator to consolidate programming, graphics and sound elements within Unity3D.
- Shipped an extensible game concept with macOS/windows applications conforming to the theme of raising empathy for the disabled for SG Enable.
- Produced 5 digitally working concepts/prototypes within the team of 7.
- Technology stack for the project includes Xcode, Unity3D, Wwise, Garageband and Adobe Photoshop.

Apple, **IS&T Intern**   **May 15 to Aug 15**

- Designing 3 iOS app prototypes incorporating ideas to use augmented reality with coherence to the Apple experience and systems.
- Evaluating and presenting project work plan to Apple's CIO (Niall O'Connor) for incorporating augmented reality at Apple's online and retail stores.
- Technology stack for the project (excluding Apple's resources) includes Xcode, Unity3D, Vuforia, Rhino and Adobe Photoshop.

Work

Apple, Software Engineer   **Oct 16 to Present**

- Developed self-sustaining tools with REST APIs to provide customized insight for server monitoring (Involves Xcode, PHP, Apache Server, Shell Script, MYSQL and Crontab).
- Developed and designed frontend architecture of Apple Developer's platform for REST APIs (Involves Angular v4.0 and SwaggerUI).
- Researched and developed 6 iOS applications (2 final concept apps, 2 apps for research setup, 2 external SDK test apps) demonstrating technique to accurately provide indoor positioning with BLE technology (Involves Xcode, Onyx Beacons SDK, Estimote SDK and PostgreSQL).
- Acted as test engineer to research and categorize quality of service provided by Apple's internal file sharing systems.

ADDITIONALS

- Programming Languages: Python, Swift, C#, Shell Script, PHP, HTML, JavaScript, CSS, C++(Basic), Go(Basic), SQL(Basic) and R(Basic)
- Proficient Software: GitHub, QGIS, Microsoft Office Suite, Adobe CC Suite, Affinity Photos, Keynote, Unity3D, Garageband and Rhino.
- Fluent in English, Chinese (spoken), Spanish (basic) and French (basic)
- Design Portfolio available, please inquire.