

## PROFILE

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I LOVE DESIGNING AND DEVELOPING INNOVATIVE SOLUTIONS TO PROBLEMS

## SKILLS

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SOFTWARE DEVELOPMENT (C++, PYTHON, JAVASCRIPT)	2012 - Present
AGILE METHODOLOGY	2014 - Present
USER EXPERIENCE, COMPUTER GRAPHICS, MACHINE LEARNING, DISTRIBUTED SYSTEMS	

## EXPERIENCE

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<b>AUTODESK SINGAPORE</b>	<i>Software Engineer, 2015 - Present</i>
DESKTOP APPLICATION ARCHITECTURE AND DEVELOPMENT	<i>Autodesk Desktop App</i>
DOWNLOAD AND INSTALL ARCHITECTURE AND DEVELOPMENT	<i>Autodesk Desktop App</i>
CI/CD PIPELINE ARCHITECTURE AND DEVELOPMENT	<i>Autodesk ReCap Photo</i>
DESKTOP APPLICATION ARCHITECTURE AND DEVELOPMENT	<i>Autodesk ReMake</i>
UI/UX IDEATION AND DEVELOPMENT	<i>Autodesk ReMake</i>

<b>DIGPEN INSTITUTE OF TECHNOLOGY</b>	<i>Teaching Assistant, 2013 - 2015</i>
TUTORING STUDENTS IN COMPUTING, MATHEMATICS AND PHYSICS	
GRADING ASSIGNMENTS FOR COMPUTING AND MATHEMATICS	

## EDUCATION

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<b>NATIONAL UNIVERSITY OF SINGAPORE</b>	<i>M.Comp in Computer Science, 2017 - Present</i>
IMAGE FEATURE GENERATION USING DEEP AUTOENCODERS	
BROWSER-BASED DATA VISUALIZATION	
<b>DIGIPEN INSTITUTE OF TECHNOLOGY</b>	<i>B.Sc in Computer Science in Real-Time Interactive Simulation, 2012 - 2015</i>
TOOLS PROGRAMMER, <a href="#">SHORT CIRCUIT</a>	<i>January 2014 - December 2014</i>
GAMEPLAY PROGRAMMER, <a href="#">FLOWLINE</a>	<i>May 2013 - December 2013</i>
TECHNICAL LEAD, <a href="#">BIBBB</a>	<i>January 2013 - April 2013</i>