Julian Teh

Profile

Love to create things, bless people and provide insight

Skills

- C/C$_{++}$, Python, Javascript/Typescript, Go
- Agile/Scrum Methodology
- Teaching/Mentoring/Program Design

Knowledge

- Software Architecture/System Design
- UI/UX/Information Visualization
- Artificial Intelligence/Machine Learning
- Computer Graphics

Work Experience

Autodesk Delivery
Sr. Software Engineer, Solution Lead, Engineering Practices Lead (Jun 2018 - Present)

- Engineering Practices Lead for *Autodesk Delivery Team*
  - Champion for SWD Best Practices
  - Champion for CI/CD Best Practices
  - Member of DevOps guild
- Key contributor in design and implementation of *Autodesk On-Demand Install Service*
  - Designed & implemented Install Coordinator (C$_{++}$)
  - Designed & implemented Unit Test (GTest) and Component Test frameworks (Robot)
  - Contributed to Install UI and UI workflows (Electron & ReactJS)

Autodesk Memento/ReCap Photo
Software Engineer (Jan 2015 - Jun 2018)

- Designed & implemented a CI/CD framework for Jenkins Pipeline Shared Library (Python)
- Key contributor in design and implementation of *Autodesk ReCap Photo*
  - Designed & refactored UI framework and 3D manipulation tools (C$_{++}$)
  - Collaborated with UX to build UI workflows for Desktop and VR (C$_{++}$ & QT)

Volunteer Experience

School of Science and Technology
SST Inc. Mentor (June 2019 - Present)

- Co-created and conducted programme to engage alumni
- Mentored SST Inc. Executive Committee on technical and management skills

The Navteens Singapore
Mentor/Trainer (Dec 2009 - Present)

- Mentored individuals for personal holistic growth
- Taught Bible-centered mentoring skills as part of a youth training program

Boys Brigade Singapore
Volunteer/Officer (Jan 2005 - Apr 2019)

- Taught Boys about Bible-based character values
- Taught visual programming to Boys

Education

National University of Singapore
Jan 2017 - Jul 2019

- M.Comp in Computer Science

DigiPen Institute of Technology
Sep 2012 - Aug 2015

- B.Sc in Computer Science in Real-Time Interactive Simulation
  - Teaching Assistant
  - Tools Programmer, Short Circuit
  - Gameplay Programmer, Flowline
  - Technical Lead, BIBBB