

## 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 *2015 - Present*

## EXPERIENCE

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### AUTODESK SINGAPORE

*Software Engineer, 2015 - Present*

- Desktop Application Architecture and Development (*Autodesk Desktop App*)
- Download and Install Architecture and Development (*Autodesk Desktop App*)
- CI/CD Pipeline Architecture and Development (*Autodesk ReCap Photo*)
- Desktop Application Architecture and Development (*Autodesk ReMake*)
- UI/UX Ideation and Development (*Autodesk ReMake*)

### DIGPEN INSTITUTE OF TECHNOLOGY

*Teaching Assistant, 2013 - 2015*

- Provided academic support to junior students as part of the school's Academic Support Center.
- Assignment grading for C++ Programming, Game Programming and Calculus modules
- Conducted weekly review classes for Freshman Linear Algebra and Storytelling modules

## EDUCATION

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### NATIONAL UNIVERSITY OF SINGAPORE

*M.Comp in Computer Science, 2017 - Present*

#### RESEARCH PROJECTS

- Image Feature Generation using Deep Autoencoders
- Browser-based Data Visualization

### DIGIPEN INSTITUTE OF TECHNOLOGY

*B.Sc in Computer Science in Real-Time Interactive Simulation, 2012 - 2015*

#### STUDENT PROJECTS

- Tools Programmer, Short Circuit (*January 2014 - December 2014*)
- Gameplay Programmer, Flowline (*May 2013 - December 2013*)
- Technical Lead, BIBBB (*January 2013 - April 2013*)