

Profile

I am a Computer Scientist whose interests lie in Research and Development of new and interesting technologies, particularly in Human-Computer Interaction and its related fields.

Skills

- 5 years experience developing in C/C++ and Python with various IDEs
 - Experienced with Scrum and Agile Software Development Methods
 - Working knowledge of Computer Graphics and Machine Learning
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Experience

Autodesk Singapore Research & Development - Reality Solutions

Software Engineer, January 2015-Present

- Primarily involved in UI/UX ideation and feature implementation
- Proposed and implemented UI Architecture and Widget Library

Digipen Institute of Technology Singapore

Teaching Assistant, September 2013-December 2014

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

National University of Singapore

Masters of Computing in Computer Science — January 2017 - Present

Research Projects

Image Feature Learning using Deep Learning

January 2017 - May 2017

Digipen Institute of Technology Singapore

B.Sc. in Computer Science in Real-Time Interactive Simulation with a Minor in Mathematics — September 2012 - August 2015

- Dean's List: Spring 2013, Fall 2013, Fall 2015
- Valedictorian, Class of 2015

Student Projects

Tools Programmer, Short Circuit

January 2014 - December 2014 (Available for download at: <http://games.digipen.edu/games/shortcircuit#.VN4jbEeUdqU>)

Gameplay Programmer, Flowline

May 2013 - December 2013 (Available for download at: <http://games.digipen.edu/games/flowline#.VCrjavmSz0w>)

Technical Lead, BIBBB

January 2013 - April 2013 (Available for download at: <http://games.digipen.edu/games/bibbb#.VCrjEvmSz0w>)

Singapore Polytechnic

Diploma in Computer Engineering — April 2007 - May 2010

- Bronze Award at SPInnovex 2010 for DIY Multi-Touch Display