

Profile

Both-brained all-rounder who loves creating things and blessing people

Skills & Knowledge

- Programming (C/C++, Python, Javascript)
- Software Engineering (Agile/Scrum, Best Practices)
- Teaching/Mentoring
- UI/UX/Information Visualization
- Data Science/Machine Learning
- Computer Graphics

Work Experience

Autodesk

Jan 2015 - Present

- **Autodesk Delivery Team** *Sr. Software Engineer, Solution Lead, Engineering Practices Lead*
 - Led initiative to adopt Engineering Best Practices across Delivery team
 - Collaborated across disciplines to define requirements and design solutions
 - Key contributor in design and implementation of *On-Demand Install Services*
 - * Designed & worked on Graph-based Coordinator component (C++)
 - * Designed & refactored Bootstrap component (C++)
 - * Designed & implemented Unit Test (GTest) and Component Test frameworks (Robot)
 - * Worked on UI component and UI workflows (Electron + ReactJS)
- **Autodesk Memento/ReCap Photo** *Software Engineer*
 - Designed & worked on a build framework for Jenkins Pipeline Shared Library (Python)
 - Key contributor in design and implementation of ReCap Photo UI
 - * Collaborated with UX to build UI workflows for Desktop and VR (C++ + QT)
 - * Designed & refactored UI framework and 3D manipulation tools (C++)

Volunteer Experience

Mentor

Jun 2009 - Present

- **SST Inc. Mentor**
 - Mentored SST Inc. Executive Committee on technical and management skills
- **The Navteens Singapore**
 - Mentored individuals for holistic growth
 - Taught Bible-based mentoring skills as part of a youth training program

Volunteer/Officer

Jan 2005 - Apr 2019

- **Boys Brigade Singapore**
 - 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, Grading Assistant
 - Tools Programmer, [Short Circuit](#)
 - Gameplay Programmer, [Flowline](#)
 - Technical Lead, [BIBBB](#)

Aug 2013 - Aug 2015