

## Profile

*Both-brained learner who loves creating things and blessing people*

### Skills & Knowledge

- C/C++, Python, Javascript/Typescript, Rust, Go
- Software Engineering (Agile/Scrum, Architecture)
- Teaching/Mentoring
- UI/UX/Information Visualization
- Data Science/Machine Learning
- Computer Graphics

## Work Experience

### Autodesk Delivery

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

- Championed Engineering Best Practices across Delivery team
  - Drove adoption of Engineering Best Practices across global team
  - Member of Build & Infrastructure 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 on 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 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](#)