

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*
 - Design & implemented the Graph-based Coordinator component of *On-Demand Install Services*
 - * Collaborated with Product Management, UX and Engineering to define requirements and design solutions
 - Led an initiative to identify and improve Engineering Practices across Delivery team
 - * Defined and implemented standards for technical documentation and test automation
- **Autodesk Memento/ReCap Photo** *Software Engineer*
 - Designed & implemented a Python CI/CD framework
 - Designed & implemented UI workflows for Desktop and VR
 - Refactored UI framework and 3D manipulation tools using Mediator and Command patterns

Volunteer Experience

Mentor

Jun 2009 - Present

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

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