Julian Teh

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$_{++}$)

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 *Aug 2013 - Aug 2015*
  - Tools Programmer, Short Circuit
  - Gameplay Programmer, Flowline
  - Technical Lead, BIBBB