

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

Software Engineer, Autodesk Singapore Research & Development - Reality Solutions

Singapore, January 2015-Present (Available at: <http://remake.autodesk.com>)

- UI/UX Design, Software Architecture and Implementation
 - ◆ Heavily involved in UI Design ideation and implementation
 - ◆ Proposed and implemented a Reusable and Extensible 3D Widget Library
 - ◆ Implemented Surface Aware Zoom & Navigation tools
 - ◆ Proposed and implemented Re-architecture of Application code

Teaching Assistant, Digipen Institute of Technology Singapore

Singapore, 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 — January 2017 - Present

Digipen Insitute 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>)

- Developed and maintained the following:
 - ◆ Data-driven Game entities/behaviors using a Builder factory to clone and specialize Archetypes.
 - ◆ Level Editor and Object Editor for Run-time manipulation of game objects and environment
 - ◆ Mediator model Event Handler for Collision resolution and Message passing.

Gameplay Programmer, Flowline

May 2013 - December 2013 (Available for download at: <http://games.digipen.edu/games/flowline#.VCrjajvmSz0w>)

- Developed the majority of gameplay mechanics including:
 - ◆ A drawing mechanic using a discrete Vector Field.
 - ◆ A teleporting mechanic using basic collision detection.

Technical Lead, BIBBB

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

- Developed tools for the team including:
 - ◆ Level Editor using a Prototype to clone from and place object instances.
 - ◆ Undo and Redo functionalities using a Memento method save/restore.

Singapore Polytechnic

Diploma in Computer Engineering — April 2007 - May 2010

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