Jun Lim
DOB: 24/5/2001

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Education

University of Western Australia — 2019 - 2021
Bachelor of science, Majoring in Software Engineering and Mathematics.
Current GPA / WAM — 6.9 / 90.2

Work Experience

Realtime Computing — Jun 2021
Software Engineer Intern
- Re-factored code base from "LINQ to SQL" to Entity Framework.
- Implemented a login form using angular.

Technical Projects

Chess Learning website — flask, jinja, REST apis
- Created a website in a group project that teaches users how to play the chess variant, *atomic chess*.
- Users make an account to track progress through the tutorial.
- Agile methodology was practiced.

NES Emulator — C, SDL2, web-assembly
- Implemented and tested an emulator for the Nintendo entertainment system.
- Created a web demo by compiling the emulator to web-assembly using emscripten.
- Wrote a simple puzzle game in 6502 assembly for the NES.

3D Graphics Demo — C++, glsl, openGL
- Created various real time demos of 3D scenes using OpenGL.
- Implemented various rendering techniques such as normal mapping, shadows, physically based rendering, deferred rendering, instanced rendering and bloom.

Ray Tracing — C++
- Built a simple ray tracer that simulates rays of light interacting with a 3D scene.
- Output of the simulation is an image of the scene.
- Various effects such as reflection, refraction, shadows, motion blur and camera aperture are simulated.

Awards and Scholarships

- UWA Engineering Scholarship for achieving an ATAR of 99.65.
- High achievement commendation for achieving top grade of 94% in CITS1001 – Software Engineering with Java.
- Top of Mathematics Specialist ATAR.

Other

- Tutored a year 11 student in ATAR Physics and raised their grade from 50% to 70%.