

CLAUDINE KOH JIA YAN

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PERSONAL PROFILE

I have recently graduated with a Bachelor's degree in Computer Science, awaiting my conferral at the end of May. I am equipped with a solid foundation in various areas of computer science, including software development, algorithms, data structures, and machine learning. I have a strong passion for technology and am excited to embark on a professional career where I can apply my skills and continue to grow.

I have also graduated with a Diploma in Hotel and Leisure Facilities Management in Ngee Ann Polytechnic. During my time in Ngee Ann Polytechnic, I have actively been participating in Touch Rugby CCA while managing my studies. This has given me the opportunity to hone my discipline, communication, and time management skills. I love to put my skills to the test and work hard to achieve my goals.

Being a diligent and goal-oriented person, I strive to be a team player in achieving excellence and enjoy putting my skills to the test. I am definitely certain that my skills and attitude allows me to be a perfect member of the team.

I am able to start immediately and would be grateful for an opportunity to discuss my application in an interview at your convenience. Thank you for your time and I look forward to your favorable reply.

EDUCATION

2021 – 2024	Bachelor Degree in Computer Science (Game and Mobile Development), University of Wollongong Weighted Average Mark (WAM): 76.45 5-point GPA: 4.5
2016 – 2019	Diploma in Hotel and Leisure Facilities Management, Ngee Ann Polytechnic 4-point GPA: 3.2
2012 – 2015	‘Express’ and ‘O’ Levels, Kuo Chuan Presbyterian Secondary School

WORK EXPERIENCE

Oct 2022 - Dec 2022	Product Analyst Intern @ Raffles Kidz International As a product analyst intern, my role was to research new technologies and trends in the industry, resulting in improved processes and new ideas for our software. I was also tasked to assist in the development of a new product, resulting in increased work efficiency and better user experience.
Aug 2020 - Apr 2021	Auxiliary Police Officer (Armed) @ Certis Cisco Security I was deployed to Changi Prison as an armed Auxiliary Police Officer. My role was to perform access control and guarding duties at the site.
Sep 2019 - Mar 2020	Sales Executive @ Treedots Enterprise As a sales executive, my main role was to acquire leads for the company and to maintain relationships with both B2B and B2C customers. Additionally, I was transferred to Middle Office to be the bridge of communication among departments and to support the Sales Team.
Jun 2019 - Sep 2019	Consultant Associate @ The Supreme HR Advisory Source for potential candidates to meet clients’ requirements. Support business development as well as to act as an adviser in areas of recruitment operation solutions. Review, understand and support in the fulfillment of recruitment needs of clients.

School Projects

Reaction Game Development(HTML)

- **Institution:** University of Wollongong
- **Date:** Apr 2022 - Jun 2022
- **Summary:** Designed and developed an interactive reaction game using HTML, where players select a target number and interact with randomly generated numbers to score points.
- **Skills Developed:** HTML, JavaScript, User Interface Design, Event Handling, Real-time Data Updates

Quotation Review Program Development(Java)

- **Institution:** University of Wollongong
- **Date:** Apr 2022 - Jun 2022
- **Summary:** Developed a Java-based GUI application to assist a sales manager in reviewing quotation details, focusing on object-oriented design, file I/O, exception handling, and good programming practices.
- **Skills Developed:** Java, GUI, File I/O, Exception Handling, Object-Oriented Design, Event Handling

OpenCL Parallel Processing and Shift Cypher Encryption (OpenCL, C++)

- **Institution:** University of Wollongong
- **Date:** Apr 2023 - Jun 2023
- **Summary:** Developed programs using OpenCL for parallel processing and a shift cipher encryption/decryption algorithm. The project included creating and manipulating arrays in parallel, performing encryption and decryption tasks, and handling user input validation.
- **Skills Developed:** OpenCL, C++, Parallel Processing, Kernel Programming, Vector Data Types, File I/O, User Input Validation, Encryption Algorithms

OpenGL 3D Room Development (OpenGL, C++)

- **Institution:** University of Wollongong
- **Date:** Jul 2023 - Sep 2023
- **Summary:** Created a 3D room using OpenGL and C++, featuring textured walls, floor, and a painting. Implemented a rotating ornament with environment mapping and developed a control panel for frame stats, animation, light, and camera control.
- **Skills Developed:** OpenGL, C++, 3D Modeling, Texture Mapping, Environment Mapping, Animation, Lighting, User Interface Design

Unity 3D Game Prototype Development - Hades-inspired game (Unity, C#)

- **Institution:** University of Wollongong
- **Date:** Jul 2023 - Sep 2023
- **Summary:** Developed a prototype of a 3D game inspired by the game Hades using Unity. The project focused on recreating core gameplay mechanics, character abilities, and dynamic environments similar to the original game.
- **Skills Developed:** Unity, C#, Game Design, Procedural Generation, Animation, Physics Engine, User Interface Design, Scripting, AI Programming, Testing and Debugging

Cafe Staff Management System (HTML, MongoDB)

- **Institution:** University of Wollongong
- **Date:** Oct 2023 - Dec 2023
- **Summary:** Designed and developed a Cafe Staff Management System to streamline workforce management for cafes, supporting various user roles such as System Admin, Cafe Owners, Cafe Managers, and Cafe Staff. The system facilitates work slot allocation, bidding processes, and overall staff management.
- **Skills Developed:** HTML, MongoDB, User Role Management, Bidding Systems, Work Slot Allocation, Workforce Management, Full-Stack Development, Agile, Scrum

Gaming with Bare Hands System (QT, Python)

- **Institution:** University of Wollongong
- **Date:** Oct 2023 - Mar 2024
- **Summary:** Developed an innovative gaming system allowing users to play games using hand gestures, leveraging QT for the user interface and Python for machine learning algorithms. The system provided an interactive and intuitive gaming experience without the need for conventional input devices..
- **Skills Developed:** QT, Python, Machine Learning, Gesture Recognition, User Interface Design, Game Integration, Testing and Optimization
- **Product Website Link:** <https://claudinekoh23.wixsite.com/gestureplay-software>

CO-CURRICULAR ACTIVITY AND COMMUNITY SERVICE

Apr 2016 – 2019

Ngee Ann Polytechnic

Touch Rugby Club (Admin Head)

Peer Helpers' Support Group (Member)

Jan 2012 – Aug 2015

Kuo Chuan Presbyterian Secondary School

Student Council (President)

Shooting Club (Member)

June 2014

Outward Bound Singapore (Participant)

Student Leadership Camp (Participant)

This camp, held by Ngee Ann Polytechnic, invites only student leaders from secondary schools to attend. During the course of this camp, gave us experiences to hone our leadership skills

CERTIFICATES AND AWARDS

Oct 2018

Touch Rugby POL-ITE Competition – Participant (Team)

Oct 2017

Touch Rugby POL-ITE Competition – Participant (Team)

Oct 2016

Creative Video-making Award

Sep 2016

Touch Rugby POL-ITE Competition - Participant (Team)

Jan 2016

EAGLES Award

Sep 2015

Inter-class Softball Competition – Champion (Team)

2015

Singapore Shooting Nationals - Silver Award (Team)

Jan 2014

Edusave Good Progress Award Edusave Character Award

SKILLS

Personal Skills & Traits

- Able to work independently & as team member
- Goal-Oriented and will work hard to achieve goals
- Adaptable to changes
- Self-motivated and a fast learner

Programming Language Skills

- Java
- HTML
- MySQL
- MongoDB
- C Language (C#/CPP)
- JavaScript
- Python
- Kotlin

Technical Skills

- Godot Game Engine
- AndroidStudio
- Unity Game Engine
- Microsoft Office Applications
- AutoCAD
- Adobe Photoshop
- Adobe XD
- Adobe Illustrator
- Opera Software
- SketchUp Application
- Canva

Communication Skills

- English: Written and Spoken
- Mandarin: Written and Spoken

REFEREES

Available upon request.

WEBSITE LINK

<https://justclauds.github.io/Claudine-Portfolio/>