



# CALEB FOO

software developer  
problem solver  
artist

## Personal Info

### Phone

97106929

### Email

kaleb.is.caleb@gmail.com

### LinkedIn

linkedin.com/in/caleb-foo/

### Artstation

kaleful.artstation.com

### GitHub

github.com/kaypohleb

## Hard Skills

Java & JavaScript

C++

C#

Python

HTML

CSS

Git

Adobe Creative Suite

3D Modelling

Graphic Design

UI/UX

## EDUCATION

### Information Systems Technology and Design

Singapore University of Technology and Design (2018 - Present)

• Current G.P.A 4.020

### Diploma in Electrical and Electronic Engineering

Singapore Polytechnic (2012 - 2015)

• Honors: Director's Honor Roll 2012/2013

• Cumulative G.P.A 3.929

## WORK EXPERIENCES

### Mural Lingo

Technology Artist Intern (May to September 2019)

- Explored closely with the Founder to look into pursuit of the potential sustainable methods of integrating technology into murals.
- Worked on execution of several murals and integration of a Projection Mapping mural through visual transformations and animation.
- Modelled and Created 3D visual forms to use as relief of the mural.

### A\*STAR Institute of Infocomm Research (I2R)

Social Robotics Team Intern (March to May 2014)

- Created key mechanisms through rapid prototyping and testing for robust user testing of a Social Soft Robotic Pet Companion project
- Programmed troubleshooting interfaces to allow easy maintenance and faster diagnosis
- Aided in the selection and placing of new piezo-electric sensors to encourage more interaction and realistic movement for touching from user testing

## PROJECTS

### Project HuGGler (Interactive Pet Soft-Toy Robot)

Industrial Project with A\*STAR (June 2014 to March 2015)

- Main editor and designer of user interfaces
- Combined both hard and soft engineering for a robust robot that provides the same control specifications as a regular soft toy
- Designed the robot's inner shell using SOLIDWORKS for the housing of electrical components while still being masked by soft padding of cotton
- Directed all designs for the possible branding and marketing application of the robot through consultation for future expansions into an entrepreneurial direction

### Enigma Emulator Application

Personal Project (June 2019 to Present)

- Implemented design architecture of an enigma machine into an ANDROID app
- Transitioning to integration of easy encryption of messages/images for one-to-one or one-to-many applications.

## CO-CURRICULAR EXPERIENCES

### Developer Student Club Lead

Digital Design Development Club (3DC) powered by Google Developers (Nov 18 to Present)

- Planned and Executed multiple serieses of workshops for the student community. (Python Development, Data Visualisation & Machine Learning, Deep Learning)
- Proved competence in teaching, leadership, and mentoring.
- Liaise closely with Faculty and Seniors for opportunities to deepen skills of students
- Network with Professionals from Google and another DSC Leads during meetups

### Freshmen Representative

Singapore University of Technology and Design (February 2019 to Present)

- Represent the collective interest of freshmen in SUTD.
- Attend pedagogy meetings with University Leaders
- Work with Student Clusters to identify and work on solving issues affecting Freshmen.