

Lee Jia Keat

leejiakeat@gmail.com ❖ +65 88935543 ❖ linkedin.com/in/leejiakeat/ ❖ leejiakeat.vercel.app

EMPLOYMENT

PSA International

August 2023 – April 2024

Intern

- Built a full-stack web application using Java Spring Boot and Angular to implement new requirements and migrate existing features from legacy systems.
- Built REST APIs using Spring Data for database access, to interface with client applications and external parties.
- Addressed production bugs and improvements in existing applications, using Azure DevOps to track tasks.
- Used Tanzu Apps Metrics to monitor and debug deployed systems using logs and dashboards.

CrimsonLogic Pte Ltd

March 2019 – August 2019

Intern

- Performed System Integration Testing, Sanity Testing, User Acceptance testing to facilitate quality assurance.
- Maintained Selenium automation test scripts for regression testing, to ensure expected system behavior.

PROJECTS

Iconoclasm

August 2022 – April 2023

Serialization, VFX Programmer (Team of 10)

- Built systems for a custom game engine to develop a 3D hack and slash action game.
- Implemented resource management system, reflection framework to handle game and engine assets.
- Implemented simple post-processing shaders for interesting visual effects.

Canvars

March 2023 – April 2023

Programmer, Administrator (Team of 5)

- Built a simple portfolio showcase web app hosted using Amazon Web Services (AWS) Amplify.
- Set up AWS Identity Access and Management (IAM) Identity Center to allow resource access.
- Implemented user authentication, authorization, UI, and cloud database integration to meet requirements.

EDUCATION

DigiPen Institute of Technology Singapore

April 2024

Bachelor of Science in Computer Science in Real-Time Interactive Simulation

- GPA: 4.21/5.0

CERTIFICATIONS

- AWS Certified Cloud Practitioner, Amazon Web Services (AWS)

Jan 2024 – Jan 2027

SKILLS & INTERESTS

- **Skills:** Data Structures and Algorithms; Software Development; Game Development; Cloud Development; Web Development; Object Oriented Programming; Graphics Programming; Game Programming Patterns
- **Programming Languages:** C; C++; C#; Python; JavaScript; TypeScript; GLSL; Java; Oracle SQL
- **Frameworks and Tools:** OpenGL; AWS; Oracle Database; Git; Trello; Angular; Spring; Azure DevOps, Linux
- **Interests:** Video games; eating; manga; anime; technology; artificial intelligence; virtual reality