

Loh Xiao Ru Lyanne

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INTERESTS

I would like to develop my expertise in the field of AR/VR. My capstone project (on-going) involves creating an AR game with a drone. I enjoy creating computer graphics and animation, and would like to apply these interests to the exciting new world of AR/VR.

EDUCATION

Nanyang Technological University, Singapore

Aug 2014 – Present

Renaissance Engineering Programme (for top 2% of cohort)

Double Degree: Bachelor of Engineering Science (Computer Science) & Master of Science in Technology Management

Scholarship: Nanyang Scholarship

Cumulative GPA: 4.80/5.0 (after Year 3)

Northwestern University, Evanston, IL, USA

Sep 2016 – Jul 2017

Exchange programme, part of the Renaissance Engineering Programme in NTU

Ecole D'Ingenieurs des Technologies de L'Information et du Management (EFREI)

June 2015

Summer special term exchange programme in Paris, France

PROFESSIONAL EXPERIENCE

UCastMe GmbH, Intern

Jun 2016 – Sept 2016

Summer IT/programming internship at a start up in Berlin

Developed a website to advertise company's co-working space

Created plugins for company's price calculator, calendar, map locations, etc. using HTML/CSS/

JavaScript/Google sheets/scripts

Implemented responsive layouts using CSS

Created two animations to demonstrate the company's tools

PROFESSIONAL SKILLS

Programming Languages Python, C/C++, HTML, CSS, JavaScript, LISP, SQL, Java, WebGL

Software Solidworks, Unity, Adobe (Photoshop, Flash, Illustrator, Soundbooth, Premiere Pro, etc)

CO-CURRICULAR ACTIVITIES

Wildhacks 2016 – TouchTale

November 2016, Northwestern University

Most innovative use of Tanvas Touch in a digital experience

Built an app using Tanvas' haptic feedback tablet to simulate textures in a storybook

SumoBot Challenge

March 2016

Won Inspector Gadget prize for best use of peripherals

Built and programmed a lightweight SumoBot using Arduino Uno