

Yong Marcus

Software Engineer

Greatly interested in C++ programming language, low-level program optimization and graphics.

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EDUCATION

Computer Science

Singapore Institute of Singapore/ Digipen
Institute Singapore

08/2018 - Present

3.9/4.0

Courses

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

Biomedical Engineering

Ngee Ann Polytechnic

04/2014 - 04/2016

3.3/4.0

Courses

- Diploma in Biomedical
Engineering

WORK EXPERIENCE

Academic Support Centre

Digipen Institute of Singapore

08/2019 - 12/2020

Singapore

School

Achievements/Tasks

- Tutor for subjects related to Programming and Math

Software Engineer(Researcher)

Singapore Institute of Technology

01/2021 - Present

Singapore

School

Achievements/Tasks

- Development of Android Application (CRMA)

Contact: Tan Chek Tien - chektien.tan@singaporetech.edu.sg

Grader

Digipen Institute of Singapore

08/2019 - Present

Singapore

School

Achievements/Tasks

- Graded peers and juniors for modules taken ahead of them

SKILLS

C++

C

Vulkan

OpenGL

Python

Machine Learning

PERSONAL PROJECTS

Caves of Mana 2D Game Engine (04/2019 - 04/2020)

- Nominated for best graphics

Ascension 3D Game Engine (04/2020 - Present)

ORGANIZATIONS

Singapore Institute of Technology (01/2021 - Present)

Software Engineer (Researcher)

Digipen Institute of Singapore (08/2018 - Present)

Student

Ngee Ann Polytechnic (04/2014 - 04/2016)

Alumni

LANGUAGES

English

Native or Bilingual Proficiency

Chinese

Professional Working Proficiency

INTERESTS

Game Engines

C++ Language

Video Gaming

Graphics