Marlene Koh

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Profile

I am a Year 3 Computer Science Undergraduate Student at National University of Singapore specializing in Software Engineering as well as Computer Graphics and Games. I am pursuing a minor in Interactive Media Development.

I am enthusiastic to learn, self-motivated and performance-driven. I have a strong interest in UI/UX and game development. In my free time, I enjoy graphic design and I love to work with colours and vector art.

Experience

National University of Singapore

Re3: Remember.Rewind.Repeat - PC Game ·· 7 Dec 2018 - 8 Dec 2018
- 2D Platformer built with Unity
- Part of NUS GDG GameCraft 2018 (24-hour game jam)
- Written in C#
- Team of 5

Bank of China – Mobile Application Prototype ·· 26 Sep 2018 – 27 Sep 2018
- Redesigned the Bank of China mobile transaction experience
- Part of NUS Case Competition 2018 UX Hackathon feat. the Bank of China (24-hour hackathon)
- Created with Figma and Invision
- Team of 4

VIMU - Web Application Prototype ·· Aug 2018 - Nov 2018
- Controllerism DJ keyboard simulator
- Written in HTML, CSS, jQuery using Bootstrap framework
- Team of 4

ChairVisE - Web Application ·· Aug 2018 - Nov 2018
- Conference data visualisation
- Frontend written in Javascript using Vue.js framework
- Backend written in Python using Django framework
- Team of 4

StuffShare - Web Application ·· Aug 2018 - Nov 2018
- Consumer to consumer marketplace for bidding and selling items
- Written in PHP, HTML, CSS, SQL
- Team of 4

NUSCouples - Desktop Application ·· Jan 2018 – Apr 2018
- Application for couples in NUS
- Add features to existing 6kLoC base
- Written in Java
- Team of 4

Teeny Tiny - PC Game ·· Jan 2018 - Apr 2018
- Race your friends to find and collect items
- 3D action multiplayer platformer built with Unreal Engine 4
- Team of 6

BoyfriendBot - Telegram Bot ·· 27 Jan 2018 - 28 Jan 2018
- Responsive telegram bot that roleplays as your boyfriend
- Part of NUS Hack&Roll 2018 (24-hour hackathon)
- Written in Java
- Team of 4

Colour Shift - PC Game ·· 8 Dec 2017 - 9 Dec 2017
- Combine and shoot coloured bullets to move through doors and complete the level
- 2D puzzle platformer built with Unity
- Part of NUS GDG GameCraft 2017 (24-hour game jam)
- Written in C#
- Team of 5

Hangry - Android Game ·· May 2017 - Aug 2017
- Draw gestures to fight monsters, earn gold to buy items and level up
- 2D idle side-scroller platformer built with Unity
- Written in C#
- Team of 2

Anglo-Chinese Junior College

Spectra (Graphic Design Club) ··· 2014 - 2015
- Designed posters, logos, programme booklets, and other marketing materials for the school and social organisations

Crescent Girls' School

GCE 'O' Levels Art Coursework ··· 2013
- Created a 5 piece digital artwork which was featured in the SYF 2014 Art Exhibition Showcase

Work History

Teaching Assistant for CS2113T Software Engineering & Object-Oriented Programming ··············· Aug 2018 - Nov 2018
- Facilitated student discussions
- Graded assignments
- Code review

Research Assistant under NUS Student Work Scheme (NSWS) ···································· Jan 2018 - Mar 2018
- Part-time job at the Institute of Water Policy (IWP) at Lee Kuan Yew School of Public Policy (LKYSPP)
- Designed and created 2D animations for role-playing simulation game project

Teaching Assistant for CS3241 Computer Graphics ··· Jan 2018 - Apr 2018
- Conducted and graded biweekly OpenGL programming labs

Education

National University of Singapore ··· 2016 - Present
Bachelor of Computing (Hons) in Computer Science

Anglo-Chinese Junior College ··· 2014 - 2015
GCE 'A' Levels

Crescent Girls' School ··· 2010 - 2013
GCE 'O' Levels

Skills

- Java, C, C++, C#, Python, Javascript, HTML and CSS
- Proficient at Adobe Illustrator, Adobe Photoshop
- Proficient at graphic design
- Strong background in 2D animation
- Basic knowledge of 3D animation