

# Teo Kai Jie (Kendrick)

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## EDUCATION

<b>Bachelor of Computing (Honours) in Computer Science</b> Nanyang Technological University, Singapore <ul style="list-style-type: none"><li>Current CGPA: 4.64/5.00 (Highest Distinction)</li></ul>	Aug 2024 - Present
<b>Diploma in Information Technology</b> Singapore Polytechnic <ul style="list-style-type: none"><li>Final CGPA: 3.80/4.00</li></ul>	Apr 2019 - Mar 2022

## EXPERIENCE

<b>Singapore Armed Forces</b> Administrative Support Assistant (NSF) <ul style="list-style-type: none"><li>Developed and deployed an email generated QR code attendance system using EJS, Node.js and MongoDB, reducing check-in time for hundreds of participants by ~50%.<ul style="list-style-type: none"><li>Featured in Army News for contributions to digital transformations as part of the DigiAI Development Team.</li></ul></li><li>Conducted extensive user-testing of the unit's Telegram chatbots, reducing user-reported issues by ~80%.</li><li>Enhanced an Excel .xlsm file using VBA to automate the generation of the unit's weekly Routine Orders via PDF files.</li><li>Conducted extensive testing and development of †Personnel Admin Link (PAL), implementing new features &amp; co-developing a mobile-friendly version using UI &amp; UX design principles.</li></ul> <p><small>* National Service (NS) was disrupted for full-time studies at NTU from Aug 2024 to May 2025. † A Microsoft PowerApps-based tasking platform for managing manpower assignments across Personnel Nodes.</small></p>	Dec 2022 - Aug 2024, *May 2025 - July 2025 Singapore
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<b>Web Developer</b> Freelance (Pro Bono) <ul style="list-style-type: none"><li>Voluntarily extended collaboration with Eco Exchange Pte. Ltd. by enhancing our existing Polytechnic's Final Year Project solution (HTML/CSS/JS), improving client processes by ~25%.</li><li>Developed, ideated &amp; integrated reusable Next.js profile cards for Autodesk using TypeScript, improving interface efficiency by ~30%. (Github Link)</li></ul>	Feb 2022 - Oct 2022 Singapore
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<b>Leaptron Engineering Pte. Ltd.</b> Software Engineer (Internship) <ul style="list-style-type: none"><li>Engineered &amp; deployed Android applications (Java) for QR code &amp; object scanning, increasing productivity by ~40%.</li><li>Developed &amp; enhanced C# applications to optimize core logistical functions, improving application efficiency and performance by ~30%.</li><li>Optimized backend system efficiency by debugging Node.js servers and refining MySQL Stored Procedures, enhancing support for 20+ factory staff.</li><li>Accelerated warehouse operations by developing applications via AppGyver (now SAP Build Apps), applying UI/UX principles for design and integrating with Node.js servers, boosting workflow productivity by ~60%.</li></ul>	Feb 2021 - Aug 2021 Singapore
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## PERSONAL PROJECTS

<b>CellCollab (React.js, Node.js)   Web Link   Github Link</b> <ul style="list-style-type: none"><li>Engineered a real-time, multiplayer Conway's Game of Life sandbox featuring WebSocket-based room synchronization and collaborative editing capabilities.</li><li>Simultaneously deployed using React.js for a responsive frontend and hosted on Heroku for backend functionalities.</li></ul>
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<b>pySquidGame (Python, Pygame)   Github Link</b> <ul style="list-style-type: none"><li>Developed an interactive Squid Game-inspired application featuring all six main games with accurate mechanics and progressively challenging gameplay.</li><li>Implemented Object-Oriented Design (OOD) to create a scalable stage-based architecture and animated UI/UX using Python and Pygame.</li></ul>
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<b>Astertris (Java)   Github Link</b> <ul style="list-style-type: none"><li>Designed and implemented a space-themed Tetris variant involving custom radial gravity mechanics around an asteroid and advanced collision handling for progressively challenging gameplay.</li><li>Built a seamless and intuitive UI &amp; application logic using Java and the Java Swing framework.</li><li>Optimized in-game functionalities &amp; logic by leveraging appropriate data structures for efficient performance.</li></ul>
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## SKILLS

<ul style="list-style-type: none"><li><b>Programming Languages:</b> Python, Java, C, C++, C#, JavaScript, TypeScript, VBA</li><li><b>Web Development &amp; Frameworks:</b> HTML, CSS, React.js, Next.js, Node.js</li><li><b>Databases:</b> MongoDB, MariaDB, MySQL</li><li><b>Tools &amp; Platforms:</b> Git, GitHub, Heroku, VMWare Workstation Pro, Microsoft Office Suite, Android Studio</li><li><b>Designing &amp; Prototyping:</b> Figma, Canva</li></ul>
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