

Teo Kai Jie (Kendrick)

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EDUCATION

Bachelor of Computing (Honours) in Computer Science Aug 2024 - Present
Nanyang Technological University, Singapore

- Current CGPA: 4.64/5.00 (Honours - Highest Distinction)

EXPERIENCE

Singapore Armed Forces Dec 2022 - Aug 2024, May 2025 - Present
Administrative Support Assistant Singapore

- Developed a QR code attendance system using EJS to streamline check-ins for non-training events. Integrated email-generated QR codes for seamless, real-time verification.
 - Successfully deployed the system during Total Defence Day, enabling 200+ participants to scan their attendance efficiently and reduced check-in time by ~50%.
- Supported the usability testing and operational evaluation of PAL, a Microsoft PowerApps-based job tasking platform for managing manpower assignments across Personnel Nodes (Persnodes).
 - Contributed to feature ideation, UI/UX design, and implementation of new pages within the app, enhancing user experience and aligning functionality with operational feedback.
- Conducted data validation of internal records to ensure accuracy before automation rollout, minimizing downstream errors.
- Reviewed and corrected auto-generated documents, maintaining formatting and content consistency to uphold documentation standards.
- Enhanced internal automation tools by updating VBA scripts with supervisor-directed improvements, boosting process efficiency.
- Provided ongoing user support for in-house digital tools, resolving queries and guiding staff on effective usage.

Web Developer Feb 2022 - Oct 2022
Freelance Singapore

- Improved intranet platform functionality and user experience for EcoExchange Pte. Ltd. as part of SP's Final Year Project using HTML/CSS/JS.
- Developed and integrated reusable React.js test cards for Autodesk, enhancing component testing workflows and improving UI reliability.
- Reduced technical issues by ~30% and improved interface efficiency by ~50% through targeted front-end optimizations.

Leaptron Engineering Pte. Ltd. Feb 2021 - Aug 2021
Software Engineer (Internship) Singapore

- Developed and tested full-stack solutions—including Android apps (Java), C# applications, and Node.js servers—with comprehensive MySQL database design and modeling, improving system responsiveness by ~30% and supporting 20+ staff in digital adoption.
- Designed relational database schemas, applied normalization principles, and optimized queries to ensure data integrity and efficient performance.
- Utilized UI/UX tools and IoT technologies (Appgyver, Modbus) to enhance system functionality, increasing UI feasibility by ~20%.

PROJECTS

CellCollab (React.js, Socket.IO, Node.js)

- Created a real-time multiplayer Conway's Game of Life sandbox using React.js, Node.js, and Socket.IO, supporting synchronized live updates and room-based interactions via WebSockets.

pySquidGame (Python, Pygame)

- Developed a modular Pygame application inspired by Squid Game, implementing interactive stages, player controls, and a dynamic UI with object-oriented design for future extensibility.

PHC-Minigolf (Python, Pygame)

- Built a 2D physics-based minigolf game in Python (Pygame), featuring realistic mechanics, collision detection, multiple maps, scoring logic, and responsive user input handling.

SKILLS

- Programming & Frameworks:** Python, Java, C, C++, C#, JavaScript, React.js, Node.js, Socket.IO
- Databases, Markup & Scripting:** MySQL, MongoDB, HTML, CSS, LaTeX
- Tools, Platforms & Design:** Git, GitHub, Heroku, VMWare Workstation Pro, Microsoft Office Suite, Figma, Canva