

Teo Kai Jie (Kendrick)

Singapore | 6thetce@gmail.com | <https://pixelhypercube.github.io> | <https://github.com/pixelhypercube>

EDUCATION

Bachelor of Computing (Honours) in Computer Science Aug 2024 - Present

Nanyang Technological University, Singapore

- Current CGPA: Honours (Highest Distinction)

Diploma in Information Technology Apr 2019 - May 2022

Singapore Polytechnic

- Final CGPA: 3.80 / 4.00

EXPERIENCE

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

- Developed a QR Code attendance scanning system to streamline check-ins for non-training events, integrating email-generated QR codes for seamless verification.
 - Successfully deployed the system during Total Defence Day, enabling 200+ participants to scan their attendance efficiently and reduced check-in time by ~50%.
- Ensured data accuracy and document quality using Excel and Word, while supporting ~15 users/month with inquiries related to internal automated systems.
- Resumed compulsory National Service during NTU's summer break (May–Aug 2025) to fulfil remaining obligations.

Web Developer Feb 2022 - Oct 2022
Freelance Singapore

- Improved intranet platform functionality and user experience for EcoExchange Pte. Ltd. as part of SP Final Year Project using HTML/CSS/JS.
- Implemented internal JavaScript logic and CRUD operations to enable interactive data retrieval and updates from the backend.
- 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 applications (Java), C# applications, and Node.js servers, with database management in MySQL, improving system responsiveness by ~30% and assisted 20+ staff with digital adoption.
- Used UI/UX tools and IoT technologies (Appgyver, Modbus) to enhance system functionality, increasing UI feasibility by ~20%.
- Provided debugging support and technical assistance to warehouse staff adopting new software.

PERSONAL PROJECTS

Multiplayer Conway Sandbox (React.js, Socket.IO, Node.js)

- Built a real-time multiplayer sandbox for Conway's Game of Life using React.js (frontend) and Node.js with Socket.IO (backend).
- Implemented live cell updates, room-based sessions, and synchronized board interactions across users via WebSockets.

Minigolf Game (Python, Pygame)

- Engineered a physics-based minigolf game in Python using the 'pygame' module, simulating realistic ball movement and interactive obstacles across 10 unique levels.

TECHNICAL SKILLS

- Programming & Web Technologies:** HTML, CSS, JavaScript, Node.js, React.js, MySQL, MongoDB, C/C++, Java, Python, C#, Android Development, LaTeX, Heroku
- Tools & Platforms:** Git, Figma, Microsoft Office Suite, VMWare Workstation Pro
- UI/UX & Design:** Figma, Canva

ADDITIONAL INFORMATION

- Languages:** English (Native), Mandarin Chinese / Japanese (Intermediate), Teochew Chinese (Conversational, Low Intermediate), Korean / Spanish / Malay (Basic)
- Awards & Activities:** NTU Inter-Hall Olympiad Games 2025 – Track and Field (1st Runner-Up), SOC Director's Honour Roll AY2019/2020 – Singapore Polytechnic, Designing Solutions for Youth Needs Hackathon Winner (2019)