Teo Kai Jie (Kendrick)

Computer Science Undergraduate @ NTU

Singapore │ 6thetce@gmail.com │ https://pixelhypercube.github.io │ https://github.com/pixelhypercube

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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**
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.
- Ensured data accuracy and document quality using Excel and Word, while assisting users with inquiries related to internal automated systems.

Web Developer   **Feb 2022 - Oct 2022**
Freelance   Singapore
- Improved intranet platform functionality and user experience for EcoExchange Pte. Ltd. (Singapore Polytechnic Final Year Project).
  - Developed responsive front-end features using HTML, CSS, and JavaScript, enhancing usability for internal users.

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.
- Worked with UI/UX tools and IoT technologies (Appgyver, Modbus) to improve system functionality.
- Supported warehouse staff in adopting new software, providing debugging and technical assistance.

PERSONAL PROJECTS

RActive (Figma)
- Designed a Figma prototype to support rheumatoid arthritis (RA) management, featuring AI coaching, exercise/diet logging, journaling, forums, and accessible UI (e.g. one-handed mode).
- Developed for CC0005 – Healthy Living and Wellbeing at NTU

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

ADDITIONAL INFORMATION

- **Technical Skills:** HTML/CSS/JS, Node.js, MySQL, MongoDB, UI/UX Design, C#, Java, C++, React.js, Python, Microsoft Office Suite, Android Development, Figma, Git
- **Languages:** English (Native), Mandarin Chinese/Japanese (Intermediate), Teochew Chinese (Conversational), Korean/Spanish/Malay (Elementary)
- **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)