

Teo Kai Jie (Kendrick)

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EDUCATION

Nanyang Technological University <i>Bachelor of Computing (Honours) in Computer Science</i>	Expected Jul 2028 <i>Singapore</i>
• Current GPA: 4.64/5.00 (Highest Distinction)	
Singapore Polytechnic <i>Diploma in Information Technology</i>	Mar 2022 <i>Singapore</i>
• Final GPA: 3.80/4.00	

EXPERIENCE

Singapore Armed Forces <i>Software Engineer (NSF)</i>	Dec 2022 – Aug 2024, May 2025 – Jul 2025 <i>Singapore</i>
• Engineered & deployed a Node.js & EJS QR code attendance system to automate check-in for 200+ participants and earning a <u>feature on Army News</u> for its operational impact.	
• Systematically tested and validated the unit's Telegram chatbots, boosting system reliability and reducing user-facing issues by ~80% compared to pre-testing periods.	
• Developed a mobile variant of a manpower tasking application using PowerApps and validated the core system reliability, successfully closing 300+ high-priority cases.	
EcoExchange Pte. Ltd. <i>Frontend Developer (Final Year Project, Singapore Polytechnic)</i>	Oct 2021 – May 2022 <i>Singapore</i>
• Spearheaded the frontend development efforts and provided technical guidance to 2 developers to successfully deploy the company's intranet (HTML5/CSS/JS).	
• Engineered the core digital workflow, successfully migrating the client from a paper-based process and enabling the system to track and process 700+ critical operational tickets.	
Leaptron Engineering Pte. Ltd. <i>Software Engineer (Intern)</i>	Feb 2021 – Aug 2021 <i>Singapore</i>
• Enabled real-time operational oversight by developing C# (WinForms) applications with live alarm handling and spatial inventory visualization.	
• Deployed an Android (Java) QR scanning tool, replacing manual data entry and reducing logistical errors.	
• Developed and deployed the backend logic from scratch using MySQL stored procedures and Node.js , enabling accurate inventory tracking for the warehouse operations team.	
• Reduced manual staff workload by ~25% by deploying a low-code (AppGyver) warehouse application that automated key reporting and workflow processes.	

PROJECTS

CellCollab <i>Website Source Code</i>	React.js Node.js Heroku
• Engineered a live multiplayer Conway's Game of Life sandbox with real-time concurrent editing & simultaneous data synchronisation using Socket.IO room-based channels.	
pySquidGame <i>Source Code</i>	Python Pygame
• Designed a game using OOD principles and a custom impulse-based physics engine for collision dynamics.	
Astertris <i>Source Code</i>	Java 2D Java Swing
• Engineered a Tetris game with radial gravity, leveraging 2D Matrices & Queues for deterministic generation logic.	

SKILLS

- **Languages:** JavaScript, HTML5, CSS, Python, Java, TypeScript, SQL, C#, C++
- **Frameworks:** Node.js, Express.js, React.js, Next.js, Bootstrap, Android SDK
- **Databases:** PostgreSQL, MySQL, MariaDB, MongoDB
- **Deployment:** Heroku, Git, GitHub