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**

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.

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 assisting 20+ staff with digital adoption.
- Used UI/UX tools and IoT technologies (Appgyver, Modbus) to enhance system functionality, enhancing UI feasability by ~20%
- Provided debugging support and technical assistance to warehouse staff adopting new software

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.

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 (Conversational), 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)