

Aloysius Chun

Computer Science Undergraduate

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Work Experience

Motional - Software Engineer Intern

May 2022 - Present

- Worked on both ends of the software deployment pipeline, performing secure software updates using the Uptane standard. Developed in a Linux environment.
 - Refactored the deployment agent which was written in C++ and the deployment server which was written in Go.
 - Functionality to handle relevant information crucial to deployment being stored on AWS secrets/DynamoDB.

Pangaea Interactive - App. Developer

May 2017 - July 2017

- 3D navigation application for a local polytechnic that allowed real-time navigation, developed in Unity3D with C#.

Projects

3D On Rails Shooter - Graphics Lead

- Responsible for graphics pipeline/rendering using C++, OpenGL and GLSL.
- Utilized ImGui to allow designers to tune graphical related components.
- Managed software architecture to ensure smooth integration of the rendering library to custom game engine.

CyberSmarty

- Cyber-wellness application, developed to educate young children about cyberspace.
- Responsible for design and feel of the game. Developed in Unity3D with C#.
- Built the server portion responsible for score management, and question feedback with Python, Flask Framework and Google App Engine.

Education

DigiPen Institute of Technology Singapore

B.S. in Computer Science in Real-Time Interactive Simulation

September 2019 - December 2022, GPA: 3.48/4.0

Nanyang Polytechnic

Diploma in Game Development & Technology

April 2014 - April 2017, GPA: 3.8/4.0

Skills

- C++, Python, Go, ImGui, C#, C, SQL, GitHub, AWS, Jira, Linux, Flask, Google App Engine
- Keen Learner, Independent, Strong Problem-Solving skills, Team Communicator and Player