

Low Jun Kai Sean

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EDUCATION

NATIONAL UNIVERSITY OF SINGAPORE

BCOMP IN COMPUTER SCIENCE
 Aug 2018 -
 Current CAP: 4.26/5.00

SKILLS

PROGRAMMING

In order of proficiency:

- ☞ Java
- JS JavaScript & Typescript
- 🗄 PostgreSQL
- 📄 HTML5
- 🎨 CSS3

FRAMEWORKS

In order of proficiency:

- ⚛ React.js
- 🔗 Angular
- 🦊 Ruby on Rails
- 📦 NodeJS

LANGUAGES

Written and Spoken:

- English
- Mandarin Chinese

INTERESTS

- Teaching Computational Processes
- Video Games & Game Programming
- Design Thinking
- Full Stack Web Development

COURSEWORK

UNDERGRADUATE

CS2102: Database Systems
 CS2103T: Software Engineering
 CS3223: Database Systems Implementation
 CS3230: Design and Analysis of Algorithms
 CS3247: Game Development

PROJECTS

CATCHER

[GITHUB.COM/CATCHER-ORG/CATCHER](https://github.com/CATCHER-ORG/CATCHER)

- Migrated tests and CD to Github Actions
- Implement workflows for staging website using Github Actions

PROJECT AETHER

[GITHUB.COM/ECLMIST/AETHER](https://github.com/ECLMIST/AETHER)

- Earned 1st in NUS 16th SoC Term Project Showcase
- Developed a co-op multiplayer adventure game using Unity
- Designed and Executed the User Interface and Game Mechanics

YOGAPETS

[GITHUB.COM/CS2102-AY2021-TEAM14](https://github.com/CS2102-AY2021-TEAM14)

- Developed a Full Stack Database Application for Pet Caring Services
- Developed Pet Owner Features (Front-End and Back-End)

PIAZZA DESIGN REWORK

[GITHUB.COM/SEANLOWJK/PIAZZA-REWORK](https://github.com/SEANLOWJK/PIAZZA-REWORK)

- Reworked Piazza, a Q&A Platform for Students and Instructors
- Handled wireframing, prototyping and website execution for the project

WORK EXPERIENCE

SOURCE ACADEMY

RESEARCH INTERN

May 2020 - Jul 2020

- Worked as a Full-Stack Developer to deliver a gamefied platform for students in CS1101S: Programming Methodology.
- Worked closely with the teaching team to gather user feedback to develop fluid user experience for incoming freshmen.

NODEFLAIR

SOFTWARE ENGINEERING INTERN

Jan 2020 - Apr 2020

- Worked as a Full-Stack Developer to deliver features for talents and administrators in a fast-paced tech recruitment market.
- Worked closely with product and engineering teams by running back-end features to deliver smoother user experience.

TEACHING EXPERIENCE

CS2030: PROGRAMMING METHODOLOGY II

TEACHING ASSISTANT

Aug 2019 -

- Facilitating the teaching of Object-Oriented Programming, Fundamental Software Engineering Principles and Java 11 Streams.
- Marked and went through coding to give feedback to undergraduates to improve general code quality and fundamental software engineering principles.