

Low Jun Kai Sean

LINKS

🌐: seanlowjk.github.io/website
 ☎: (+65) 8223 0350
 ✉: sean.low.jk@u.nus.edu
 👤: [seanlowjk](#)
 🌐: [seanlowjk](#)
 📌: [seanlowjk](#)

EDUCATION

NATIONAL UNIVERSITY OF SINGAPORE

BCOMP IN COMPUTER SCIENCE
 Aug 2018 -
 Current CAP: 4.31/5.00

SKILLS

PROGRAMMING

In order of proficiency:

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

FRAMEWORKS

In order of proficiency:

- 🌀 React.js
- 📄 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
 CS3230: Design and Analysis of Algorithms
 CS3240: Interaction Design
 CS3247: Game Development

PROJECTS

YOGAPETS

[GITHUB.COM/CS2102-AY2021-TEAM14/CS2102_2021_S1_TEAM14_PROJECT](https://github.com/CS2102-AY2021-TEAM14/CS2102_2021_S1_TEAM14_PROJECT)
 Status: Completed

A Full Stack Database Application for Pet Caring Services. I was in charge of the Pet Owner features and took care of database design, queries and triggers.

PROJECT AETHER

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

Earned 1st in CS3247 STEPS 2020

Aether is a co-op multiplayer adventure game developed for CS3247: Game Development. Developed by a Team of 6 using Unity and GLSL. I was in charge of the User Interface and Game Mechanics for the game.

PIAZZA DESIGN REWORK

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

Reworked the design of Piazza, a Q&A Platform for Students and Instructors. I mainly handled the wireframes and prototype designs for this individual project.

DROP THE BEAT

[GITHUB.COM/Q-GABE/DROPTheBeat](https://github.com/Q-GABE/DROPTheBeat)
 Status: Completed

Developed as an iOS/Android phone application for geolocation-based music sharing through public Google Maps and Spotify APIs. Pair-programmed with Gabriel Ong and developed entirely in 24 hours for the Hack'n'Roll 2020 Hackathon.

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.