Low Jun Kai Sean

LINKS

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EDUCATION

NATIONAL UNIVERSITY OF SINGAPORE

BComp in Computer Science
Aug 2018 -
Current CAP: 4.32/5.00

SKILLS

PROGRAMMING

In order of proficiency:
- Java
- JavaScript & Typescript
- PostgresSQL
- Python
- Golang
- 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

CS2103T: Software Engineering
CS3223: Database Systems
Implementation CS3230: Design and
Analysis of Algorithms
CS3240: Interaction Design
CS3247: Game Development

PROJECTS

CATCHER

github.com/CATcher-org/CATcher
- Maintained a Full Stack Web Applcation to abstract bug reporting workflow.
- Developed Staging Workflow and Website using Github Actions and Git
- Developed and Refactored Unit Tests to maintain testability.

PROJECT AETHER

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

WORK EXPERIENCE

SHOPEE

Web Backend Intern
May 2021 - Jul 2021
- Worked as a Web Backend Intern to maintain and develop features for payment channels in the Shopee marketplace.
- Developed new features to promote payment channels and control traffic for payment channel endpoints.

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

CS2102: DATABASE SYSTEMS

Teaching Assistant
Aug 2019 -
- Facilitated the teaching and discussion of Relational Algebra, Entity-Relationship model, SQL and Database Normalization techniques.
- Marked and went through project submissions to give feedback to undergraduates to improve on general ER and database design.

CS2030: PROGRAMMING METHODOLOGY II

Teaching Assistant
Aug 2019 - May 2021
- 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.