

Suresh Chandra

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Dedicated computer science graduate with a passion for software development, I am actively seeking full-time career opportunities as a software developer. Proven expertise in C#, C++, SQL, Unity, React, and CSS, coupled with leadership experiences from leading as the producer role in multiple academic projects. I am committed to delivering high-quality software solutions and supporting both company and personal goals.

Professional Experience

Software Engineer | NCS PTE LTD
February 2023 – January 2024

- Project: MOH HOMES Service Request Team (C#, ASP.NET, DBMS SQL, Bootstrap, jQuery, JavaScript)
- Developed and optimized batch jobs in C# and SQL database, resulting in improved job performance and data processing efficiency.
- Upgraded the HOMES web portal by migrating to Bootstrap5, Kendo UI, and jQuery, enhancing visual appeal and user interaction.
- Applied hot fixes to support production incidents and performed deployments, ensuring continuous system operation.

Software Engineer Internship | Singapore Institute of Technology
January 2022 – June 2022

- Project: LTA-SIT collaboration First Mile Last Mile (FMLM) Virtual Reality research project via agile practice (C# Unity/OpenVR)
- To provide research data on the usability of VR to assist in FMLM
- Development of data recording tools to provide management and visualization of data and UI/UX menu navigations and functionalities.
- Provided operations and maintenance support for the project lifecycle and conducted user studies

Network Engineer (Contract) | Genesis Networks
March 2015 – June 2015

- Supported IISS Shangri-La Dialogue 2015 by working as a network engineer both onsite and backend.
- Supported network infrastructure for small to large companies.
- Provided IT support and conducted software installations, ensuring smooth operations.

Education

Bachelor of Science in Computer Science in Real-Time Interactive Simulation (BSCS RTIS)
Singapore Institute of Technology - DigiPen Singapore | September 2017 – August 2022

- Programming Languages: C, C++, SQL, Python, OpenGL

Diploma in Computer Engineering
Singapore Polytechnic | April 2012 – April 2015

- Specialisation: Computer Networking and Security

Academic Projects

Kaki SG Android App - React Native / Firebase API
Roles: Programmer / Producer Lead

Technologies: React Native, Firebase API

- Architected the application, integrated Firebase and React Native APIs, and managed authentication and database services
- Led a team of 3, overseeing project management and successful deployment

Mars Effect – C# Unity/OpenVR
Roles: Producer Lead / VR Programmer

Technologies: C# Unity/OpenVR

- Developed Oculus Quest and Rift controller interaction, VFX shader graph, particle effects, and weapon mechanics.
- Managed a team of 3, ensuring project milestones were met.

Spaceza Hut - C++ Custom 3D Engine/OpenGL
Roles: Producer Lead / Graphics Systems Programmer

Technologies: C++ Custom 3D Engine/OpenGL

- Designed 3D graphics rendering architecture, 3D particle effects, and managed resources.
- Led a team of 11, including programmers, designers, and artists, ensuring cohesive project delivery.

Courses And Certification

NCS Nucleus Programme

- Professional Scrum Developer I
- NUS-ISS MTech Programme (March 2023 – January 2024)
- Courses: Essential Practices for Agile Teams, Software Analysis & Design, Software Design Patterns, DevSecOps Engineering and Automation

Udemy Web Development Course

- JavaScript ES6, HTML, CSS, React.js, jQuery, Node.js, Express.js, JSON, RestAPI

Skills

Programming:

- C#, C++, C, SQL, JavaScript, React.js, HTML, CSS, Python, OpenGL

Applications:

- MS Azure DevOps, DBSSMS, Git, Unity, MS Visual Studio 2023, Tortoise SVN, Python Jupyter Notebook, Autodesk 3ds Max, Substance Painter

Leadership & Inter-Personal Communication:

- Project Planning and Execution, Team Communication and Collaboration, Adaptive Problem-Solving and Supportive Leadership