

## Goo Jun Xi

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Internship Availability : 15 May 2023 - 01 Sep 2023

### EDUCATION

#### Singapore University of Technology and Design (SUTD)

##### Singapore

- Bachelor of Engineering (Computer Science and Design), Honours  
Aug 20 to Present
- Focus Track: Computer Science and Design
- Expected Date of Graduation: May 2024

### WORK EXPERIENCES

#### SEEDVERSE , Technical Role intern

FEB 22 to APR 22

*SEEDVERSE is a startup company which mainly focus on providing NFT service set up to business company*

- Develop a business website using React , Node.JS and Amazon Amplify service.
- Presented directly to senior to further modification .

#### AZTECH TECHNOLOGIES , Software Engineer intern

SEP 22 to JAN 23

- Assist in developing Light Management System using SpringBoot, MYSQL and Docker with AWS EC2.
- Optimizing backend code and writing a JSON Generator for the project team.
- Implemented IoT On-The-Air (OTA) feature using AWS IoT service.
- Created a documentation on gateway setup , including gateway application and other necessary service.
- Refactor some aspect of gateway application to implement feature for file logging and daily upload using AWS S3 and Python Spinel package.

### ACADEMIC PROJECTS

#### Singapore University of Technology and Design

##### EncountAR , Technical Role/ App Designer

FEB 21 to APR 21

- Design an AR phone application as a feature for Singapore Flyer to attract customers, mostly children.
- Using Unity3D , C# along with the AR library to develop the AR application.

##### RainyDay , Android App Firebase developer

FEB 22 to APR 22

- Working in a team to develop a finance tracking App prototype focused on tracking children's expenses.
- Write CRUD function and construct database structure using Firebase and Android Studio.

##### Ascenda Loyalty API project, API developer

JUN 22 to AUG 22

- Working in a team to develop a simple API for loyalty point transaction between different payment platform
- Using Ruby on Rails and PostgreSQL to develop the API.

## **SELF INSPIRED PROJECTS**

### **Minecraft Plugin**

- Develop Mincecraft Plugin using Java and Spigot API, varying from server tool to multiplayer game (eg RPG , 4v1 survival ) .
- Successfully replicate a prototype of Dead by Daylight inside Minecraft using Minecraft Plugin.
- Creating a small RPG Minecraft plugin to enhance Minecraft's survival mode gameplay.

### **OPENGL Project**

- Currently self- study GLFW and GLAD and learning more about graphical engines.

### **Coding Game Project**

- Using Unity3D and C#-written TCP server to develop a prototype of an educational multiplayer coding game .
- Using py2exe to run Python code in Unity without requiring the user to install Python beforehand.

## **CO-CURRICULAR ACTIVITIES**

### **STUD Open House Minecraft Virtual Tour**

#### **Minecraft mini-game developer**

- Develop a mini-game plugin using Java and Spigot API.
- Entertain and give visitors a SUTD virtual tour in Minecraft.

**Singapore**

**FEB 21 to FEB 21**

## **ADDITIONAL INFORMATION**

- c++, Java, HTML5, CSS 3, Laravel , React,Python , Unity , Spigot Minecraft api.
- fluent in English and mandarin (spoken & written)
- Interests in powerlifting and gaming
- surfing through leetcode during free time