

Lindy Lim

Computer Science Undergraduate



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📍 Singapore

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EDUCATION

BSc Computer Science

Singapore Management University

08/2019 - 08/2023

Courses

- IT Solutions Architecture (AWS)
- Object-Oriented Programming (OOP)
- DevOps
- Linear Algebra

WORK EXPERIENCE

Research Intern (VR)

Singapore Management University

05/2022 - 08/2022

Singapore

Achievements/Tasks

- Worked on a Virtual Reality (VR) game in Unity.
- Wrote gameplay logic and architected project to ensure extensibility and modularity.
- Created and modified game assets, including materials, textures, animations.

Developer Intern

Big 3 Media

05/2021 - 08/2021

Singapore

Achievements/Tasks

- Created AR experiences with SparkAR.
- Created character selection menu for a game in Unity.
- Built experiences for the web with Three.js, such as a 3D virtual tour.
- Improved skills in Blender, Unity, Construct 3.

IT Intern

Air Liquide Business Services

03/2019 - 06/2019

Kuala Lumpur

Achievements/Tasks

- Used HTML, CSS and front-end principles to organise layout and design of company's intranet.
- Set up a simple chatbot with Dialogflow for internal use.
- Helped improve HR processes by outlining a procedure and automating work in Excel.
- Intranet project won an internal company award for increasing efficiency and productivity of staff.

SKILLS



PROJECTS

Multiple

- Portfolio Website: <https://wallflower6.github.io/personal>
- Github: <https://github.com/wallflower6>
- Codepen: <https://codepen.io/wallflower6/>

ACHIEVEMENTS

ASEAN Undergraduate Scholarship

Academic scholarship to pursue undergraduate studies at SMU

INTERESTS & SKILLS

