

# ALVIN YU

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## EDUCATION

**Singapore Institute of Technology - Digipen Institute of Technology** Aug 2023 - Present

Bachelor of Computer Science in Interactive Media and Game Development

**Republic Polytechnic** Apr 2018 - Apr 2021

Diploma in Business Information Systems

- Advanced Web Application Development in .NET | Database Systems

## SKILLS

**Programming:** C, C++, C#, JavaScript and SQL

**Design:** Canva, Figma

**Engines:** Unity, Custom C++ Engines

**Languages:** English, Mandarin

## WORK EXPERIENCE

**Application programmer** Mar 2020 - Jul 2020

**Sysquest Technology Pte Ltd**

- Utilized C# in .NET, HTML, JavaScript, and MySQL to code, debug, and maintain application features based on client requirements, ensuring compliance with business standards and **achieving high levels of customer satisfaction.**

## PROJECTS

Team Lead & Programmer | [Python Quiz Generator](#) Oct 2020 - Feb 2021

- Led a team of 3 to design and develop a web application** using C# in .NET, HTML, JavaScript, and MySQL that allows for educators to easily generate, assign, and manage Python exercises, with an emphasis on **user-friendly UI/UX design.**
- Designed and implemented the **core architecture and functionality** of the web application while collaborating with team members to ensure seamless feature integration and maintain overall system cohesion.

Product Manager & Programmer | [The Pharaoh's Legacy](#) Sep 2024 - Apr 2025

- Led a team of 8 to oversee the development of a 2D game engine in C++,** leveraging a Component-Based Entity architecture, enabling the successful creation of a puzzle game.
- Implemented an internal debugging system for identifying runtime issues easily, engineered a particle and animation component system that allows for seamless transitions and visual effects, and also integrated an asset browser to allow drag and drop of files into the engine.

## COMPETITION

**DSTA Brainhack CODE\_EXP 2024** Jun 2024

- Collaborated with a team of 5** during a **2-day hackathon** to develop an AR-based object recognition prototype that scanned physical objects and displayed contextual product and environmental information, raising user awareness of carbon emissions.

## CO-CURRICULAR ACTIVITIES

**Treasurer and Marketer of Drama Interest Group** Apr 2019 - Apr 2020

- Organized and coordinated** a 3-day CCA camp for **more than 20 participants** by managing logistics and collaborating with the executive committee, resulting in **high levels of participant engagement** and **95% positive post-event feedback.**