TEO KAI JIE (KENDRICK)

COMPUTER SCIENCE UNDERGRADUATE

Singapore | 6thetce@gmail.com | https://pixelhypercube.github.io/

SUMMARY

Computer Science undergraduate at Nanyang Technological University (NTU), Singapore with a deep passion for computers, programming and tinkering. Experienced in full-stack web development, software engineering and UI/UX design, with strong skills in HTML/CSS, C#, Node.js, MySQL and Figma. Enjoys exploring new technologies, optimizing systems, and building hands-on projects.

TECHNICAL SKILLS

HTML/CSS/JS	MySQL	UI/UX Design
Node.js	C#	Microsoft Word, Excel &
React.js	Java	Powerpoint
Python	Android Development	MongoDB

EXPERIENCE

Administrative Support Assistant   Dec 2022 - Aug 2024
Singapore Armed Forces

- SAF Pers Hubs' Digital Administrative Instructions (DigiAI) Programming Team:
    - Developed a QR Code attendance scanning system to streamline check-ins for non-training events, integrating email-generated QR codes for seamless verification.
    - Successfully deployed the system during Total Defence Day, enabling 200+ participants to scan their attendance efficiently.

Web Developer (Freelance)   Feb 2022 - Oct 2022

- Collaborated with EcoExchange Pte. Ltd. as part of my Final Year Project at Singapore Polytechnic to enhance the functionality of the company's intranet website.
- Focused on frontend development, utilizing HTML, CSS, and JavaScript to improve user experience and interface design.

Software Engineer (Internship)   Feb 2021 - Aug 2021
Leaptron Engineering Pte. Ltd.

- Worked on various software engineering tools to create, test and improve core components of full-stack technologies, UI/UX Design and Internet of Things (IoT):
    - Skills include Android Application Development (Java), C# App Development, Database Management (MySQL), Appgyver, Node.js servers and Modbus
- Assisted warehouse staff with using new software that helps them with their warehouse needs, as well as debugging systems.

PERSONAL PROJECTS

Minigolf Game (Python)

- Engineered a physics-based minigolf game in Python (pygame), simulating realistic ball movement and interactive obstacles across 10 unique levels.

pySquidGame (Python)

- Designed and implemented a Python game using pygame that recreates challenges from Netflix's 'Squid Game' (Seasons 1 & 2), incorporating real-time player interaction, physics-based mechanics, and win/loss conditions.

Coin Dozer Replica (HTML/CSS/JS)
- Built an interactive coin dozer game using p5.js and matter.js, featuring physics-based coin movement and realistic collision detection.

RActive (Figma)
- Designed and developed a functional Figma prototype to assist individuals with rheumatoid arthritis (RA) in managing daily activities.
- Implemented AI-powered coaching, an exercise logger, dietary management, journaling, and community forums to support RA patients.
- Considered accessibility needs, incorporating enlarged buttons and a one-handed mode for ease of use.
- Created for CC0005 – Healthy Living and Wellbeing at NTU.

EDUCATION

Bachelor of Computing (Hons) in Computer Science   **Aug 2024 - 2028**

Nanyang Technological University, Singapore

Diploma in Information Technology   **Apr 2019 - May 2022**

Singapore Polytechnic
- Specialized in Software and Applications

Cambridge International General Certificate of Secondary Education (IGCSE)   **Jan 2016 - Dec 2018**

Anglo-Chinese School (International)

ADDITIONAL INFORMATION

Languages:
- English (Native)
- Chinese (*B1)
- Japanese (*A2+) (strong kanji vocabulary, grammar in progress)

CEFR estimates:

B1 – Independent User (Threshold)

A2+ – Basic User (High Elementary)

Volunteering Experience:
- Additional Needs Activity Facilitator @ Fifth Ray (2019)

Awards/Activities:
- NTU Inter-Hall Olympiad Games 2025 - Track and Field (2nd Place)
- SOC Director's Honour Roll AY2019/2020 (Singapore Polytechnic)
- Designing Solutions for Youth Needs Hackathon Winner (2019)