

## Contact

### Phone

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### LinkedIn

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lindylinlw@gmail.com

## Education

2019-2023

**BSc. Computer Science (3.63/4)**

Singapore Management University

## Achievements

ASEAN Undergraduate Scholarship

AWS Certified Solutions Architect - Associate (SAA-C03)

## Skills

- **Languages** ( C / C++ / C# / Java / Python / JavaScript / HTML / CSS )
- **Frameworks** ( Spring Boot / Flask / React JS / Three JS / D3 JS )
- **Tools** ( AWS / Docker / Kubernetes / GitLab / Jira / Figma / Unity / Unreal / Blender 3D / Construct3 / Jupyter / NetLogo )
- **Machine Learning** ( Scikit-Learn )
- **Human Languages** ( English - Native / Malay - Native / German - B1 / Mandarin - A1 )

## Availability

1 June 2023 - 13 Jul 2023

4 Aug 2023 onwards

# Lindy Lim

ASEAN scholar and recent Computer Science undergraduate with experience in software development, cloud solutions (AWS), DevOps, virtual reality (VR) and game development (Unity)

## Work Experience

○ **May 2022 - Aug 2022, Jan 2023 - Apr 2023**

Singapore Management University, Singapore

### Undergraduate Research Intern (Virtual Reality)

- Deeply involved in the development of a Virtual Reality (VR) game in Unity Engine from concept to deployment on Oculus Quest 2 based on client's requirements
- Collaborated with a supervisor / professor to architect project to ensure extensibility and modularity
- Wrote gameplay logic in C# for main gameplay functionality (ie. main menus, scoring system, AI for NPC behaviour, additional VR logic)
- Created and modified game assets in Blender, including materials, textures, and animations
- Prepared documentation and user guide for project
- Undertook a Research Assistantship from January to April 2023 to continue work on existing VR projects / research in Unity with the VRChat SDK

○ **Jan 2023 - May 2023**

Singapore Management University, Singapore

### Teaching Assistant (Virtual Reality)

- TA for module IS462: Virtual Reality for Business
- Assisting students in debugging and understanding concepts in Unity

○ **May 2021 - Aug 2021**

Big 3 Media, Singapore

### Developer Intern (Web & Games)

- Prototyped a 3D virtual tour for the web with ThreeJS
- Created AR experiences in SparkAR for potential commercial purposes
- Created and modified game assets in Blender for usage in AR projects
- Wrote gameplay logic in C# for a character select menu for an upcoming game
- Prototyped simple point-and-click games with Construct 3
- Prototyped an exploratory panoramic webpage with Marzipano and JavaScript

## Project Experience

○ **Aug 2022 - Dec 2022**

### Project River STIX (Sponsor: UBS Singapore)

- Module: CS480 Final Year Project (Grade A)
- Worked on front-end and data visualization for a cyber-threat intelligence feed
- Developed a frontend React application with D3 to visualize STIX-formatted data
- Integrated frontend application with backend Flask (Python) service to obtain data

○ **Aug 2021 - Dec 2021**

### Middleware Application (Sponsor: COMO Club)

- Module: CS301 IT Solution Architecture (Grade A)
- Lead the application architecting process with AWS services, taking into account scalability, reliability, availability
- Wrote CloudFormation (IaC) templates for application architecture
- Developed microservices using Spring Boot (Java)