

Marcus Lee Eugene

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Education

National University of Singapore

Aug 2019 - Present

- Bachelor of Computing in Computer Science, with an A+ in Mobile Interaction Design elective.

Singapore Polytechnic

Apr 2014 - Mar 2017

- Diploma in Financial Informatics, with a distinction in Database Management Systems (SQL).
- Diploma-Plus in Software Programming and Applications.

Work Experience

Unity Developer Intern, VRcollab Pte. Ltd., Singapore

Dec 2020 - Jan 2021

- Developed Multi-Touch Interaction features using State Patterns for first release of "Dimensions for Bim360" iPad application in Unity with minimal guidance.
- Enabled various touch gestures to smoothly orbit camera about a point, zoom onto focus, rotate and pan camera, undergoing extensive development, testing and review in a scrum team of 5 developers.

Mobile Application Developer Intern, NACT Engineering Pte. Ltd., Singapore

Jul 2019 - Jul 2019

- Modified previous Android project to serve cross-platform devices by learning React Native.
- Replaced previous TCP socket implementation with Node.js Net API (react-native-tcp by PeelTechnologies).

Mentee, T05 Technologies Pte. Ltd., Singapore

Jan 2019 - Jan 2019

- Created a Facial Recognition System on Raspberry Pi for an office door using Python.
- Implemented Machine Learning with OpenCV to learn and identify 6 different faces with 95% accuracy rate.

Mobile Application Developer Intern, NACT Engineering Pte. Ltd., Singapore

Mar 2017 - Jun 2017

- Developed a prototype Android Mobile app in Java to communicate with a light source attached to DJI drones.
- Implemented TCP sockets and Multi-threading to read voltage and control brightness of light source simultaneously, as a beginner programmer.

Data Engineer Intern, Adept Enterprise Solutions Pte. Ltd., Singapore

Oct 2016 - Feb 2017

- Automated cleaning and movement of 20GB worth of data between excel files with Visual Basic, significantly speeding up the operation process for a team of 8 employees.

Technical Skills

Software:

(Proficient): Java, JavaScript, HTML/CSS, Git.

(Familiar): Python, Visual Basic, C#, SQL, Firebase.

Design: Prototyping with AdobeXD.

Tools: IntelliJ IDE, Android Studio, Atom IDE, Rider IDE, Unity, Jira, GitLab, GitHub, Heroku.

Software Projects

Personal Website: <https://marcusleeeugene.github.io/> (for additional information and projects)

React-native-breadcrumb-navigation <https://github.com/marcusleeeugene/react-native-breadcrumb-navigation>

- Released a basic customisable bread-crumbs navigation component for React Native that dynamically handles different screen resolutions, on NPM registry which peaked at 186 downloads per week.

AcademicSOS

<https://github.com/marcusleeeugene/AcademicSOS-Orbital-Project>

- Developed a React Native mobile application that allows NUS students to easily book consultations with their teaching assistants & professors with React Native, Asynchronous Programming, Firebase, Git, Prototyping.

Discrete Event Simulator

<https://github.com/marcusleeeugene/CS2030-Discrete-Event-Simulator>

- Integrated SOLID principles to simulate a shop event where events are scheduled by Priority Queue Data Structure. Program was designed with a focus on readability and extensibility in Java.

Anime Reminder Telegram Bot

<https://github.com/marcusleeeugene/AnimeReminderTeleBot>

- Created a telegram bot used by 3 friends to easily track new anime releases by web scrapping 9Anime's website, using Python, Threading, Selenium and Firebase.

Awards / Certificates

Android Certified Application Developer v8