

Summary

Full stack developer with more than 10 years of software engineering experience in development of online services, command-line interfaces (CLIs), front-end web and desktop applications.

Technical Skills

Go, Python, C++, C#, .NET Framework, JavaScript, HTML & CSS, SQL, Redis, Docker, Terraform and more.

Professional Experience

Senior Online Programmer

May 2017 – October 2021

Ubisoft Entertainment, Montreal, QC, Canada

- Developed various online services in Go and Python to support the game's online features.
- Developed CLI tools using Go and PowerShell for the pipeline to deploy and manage game servers on the cloud (Azure PlayFab and Amazon GameLift).
- Used Terraform to manage infrastructure as code on AWS for the online services cluster.
- Built several internal web applications using various JavaScript libraries to serve the needs for live operation and QC testing.

Senior Programmer

January 2014 – April 2017

Ubisoft Singapore Pte Ltd, Singapore

- Developed online services and back-office tools using .NET Framework (C#) for the monetization operations of a free-to-play game.
- Built web tools using AngularJS and Polymer to manage in-game store offers, content and layout.
- Developed a client launcher in C# for Ghost Recon Phantoms to patch and launch the game.

Build Engineer / Platform Programmer

August 2011 – June 2013

Ubisoft Singapore Pte Ltd, Singapore

- Developed a tool using C# and WPF available in both GUI and CLI form to configure and deploy online services and game client patches.
- Implemented pipelines using NAnt to build and deploy WCF services for the entire production team.

Senior Consultant, Application

October 2009 – August 2011

NCS Pte Ltd, Singapore

- Developed, provided support and updates for several web-based systems developed using ASP.NET, WCF services and MS SQL database, serving the outpatient operations of several hospitals.

Software Engineer

April 2007 – October 2009

I-Access Solutions Pte Ltd, Singapore

- Developed web-based applications in ASP.NET and MS SQL database for the education industry.

Languages & Education

Fluent in English, Chinese (Mandarin) and Malay; Intermediate in French.

Bachelor of Engineering (Computer Engineering)

2002 – 2006

Nanyang Technological University, Singapore

Specialist Diploma in Games Development

2010 – 2011

Nanyang Polytechnic, Singapore