Suresh Chandra

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As a competent computer science graduate with a passion for software development, I am actively seeking full-time career opportunities as a software developer that will grow my strengths and support both my company and self goals. My experience both at NCS and in the previous roles I've worked on consistently demonstrated my strengths in C++, C, C#, SQL, Unity as well as demonstrating leadership skills in all aspects of my current career.

WORK EXPERIENCE

Software Engineer - NCS PTE LTD   02/2023 – 01/2024
Project: MOH HOMES Service Request team
- To provide maintenance support and enhancement to HOMES.
- Enhanced and optimized batch jobs in C# and SQL, resulting in improved job performance and data processing efficiency.
- Upgraded the HOMES web portal, including versioning of Bootstrap, Kendo, and jQuery, enhancing the visual and interactive aspects of the application.
- Applied hotfixes to address production incidents, ensuring the continuous operation and reliability of the system.

Software Engineer Internship - Singapore Institute of Technology   01/2022 – 06/2022
Project: LTA-SIT collaboration First Mile Last Mile (FMLM) Virtual Reality research project development via agile practice (Unity/OpenVR)
- To provide research data on the usability of VR to assist in FMLM
- Development of data recording tools to provide data management and visualization tools and Implemented UI/UX menu navigations and functionalities
- Provided operations and maintenance support for the project lifecycle and conducted user studies

NETWORK ENGINEER (CONTRACT) 03/2015 – 06/2015
- Supported IISS Shangri-La Dialogue 2015,
- Worked as a network engineer onsite and backend network infrastructure for small to large companies
- Other task includes IT support and software installation

EDUCATION

DIGIPEN INSTITUTE OF TECHNOLOGY SINGAPORE –
BACHELOR OF SCIENCE IN COMPUTER SCIENCE IN REAL-TIME INTERACTIVE SIMULATION (BSCS RTIS)   09/2017 - 08/2022
Academic Projects:

Kaki SG App – React Native Android/ Firebase API
Roles: Programmer/Producer
Contributions: Application architecture, Firebase and React native API integration, Authentication and Database services, Project management (Team of 3)

Mars Effect – Unity/OpenVR
Role: Producer & VR Programmer
Contributions: Oculus Quest and Rift controller interaction, VFX shader graph and Particle effects, Weapon mechanics and logic, Project management (Team of 3)

Spaceza Hut – Custom 3D Engine/OpenGL
Role: Producer and Graphics Systems Programmer
Contributions: 3D Graphics rendering architecture, 3D Particle effects, Resource Management, Project Management (Team of 11 mixes of programmers, designers, and artist)

DIPLOMA IN COMPUTER ENGINEERING   04/2012 – 04/2015

Networking and Security
SINGAPORE POLYTECHNIC

COURSES AND CERTIFICATION
NCS Nucleus Programme
- Professional Scrum Developer I
- Enrolled in NUS-ISS MTech Programme   03/2023 - 01/2024
- Completed courses: Essential Practices for Agile Teams, Software Analysis & Design, Software Design Patterns and DevSecOps Engineering and Automation

SKILLS AND INTERESTS
Programming:
- C, C#, C++, Java, JavaScript, Python, OpenGL, React Native, ReactJS, MySQL, Html5, CSS
Applications:
- MS Azure DevOps, SQL, Git, Unity, MS Visual Studio, Tortoise SVN, Python Jupyter Notebook, Autodesk 3ds Max, Substance Painter
Leadership & Inter-Personal Communication:
- Interpersonal team management, collaboration, organisational leadership