

Jarell Ow Yong

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EDUCATION

Digipen - Singapore Institute of Technology

Singapore

Bachelor with Honours, Computer Science in Real-Time Interactive Simulation

2020 - 2024

- Relevant Course Work: C++, Data Structures, Object-Oriented Programming, Assembly Language, Linear Algebra, Networking Web Socket, Graphics Rendering
- Teaching Assistant for Linear Algebra, providing constructive feedback on assignments, and leading comprehensive exam review sessions.
- Invited to Ubisoft to showcase our tailored game engine

EXPERIENCE

Platform Tech Intern

August 2023 – Present

SP Group

Singapore

- Led end-to-end software development, encompassing programming, unit testing, CI/CD implementation, and Docker containerization for streamlined deployment and enhanced scalability.
- Implemented SSL certificate validation solutions for Mulesoft, Kafka, and Cassandra, resulting in a 50% reduction in man-hours.
- Developed a Java REST API program to efficiently onboard multiple microservices onto the MuleSoft API Gateway.
- Successfully migrated Auth0 rules to actions, ensuring a seamless transition and maintaining authentication integrity.

QA Intern

November 2019 - February 2020

Musio (Acquired by Soundcloud)

Singapore

- Developed and executed quality assurance scripts to streamline the testing of technical products, resulting in increased efficiency and reduced product defects
- Collaborated with cross-functional teams to ensure the successful launch of multiple technical products on various platforms, such as web and mobile applications

PROJECTS

Custom Game Engine | C++, FMOD API

April 2021 - April 2023

- Spearheaded development of a bespoke game engine similar to Unity, with a focus on audio functionalities.
- Contributed as the lead audio programmer, utilizing C++ and FMOD API to implement robust and immersive audio features.

Random Playlist Generator | Golang, Spotify API

Dec 2023 - Jan 2024

- Developed a Golang program utilizing the Spotify API to dynamically generate playlists.
- Utilized the Spotify API to fetch and display a curated list of songs corresponding to the selected genre.
- Showcased proficiency in Golang and API integration, enhancing the user experience for personalized Spotify playlists.

TECHNICAL SKILLS

Languages: Golang, C++, Java, JavaScript

Developer Tools: VSCode, Github, Docker, Kubernetes, Jenkins