Resume of Jermyn Tanu

Personal Information

Name: Jermyn Tanu
Nationality: Singaporean
Gender: Male
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Portfolio: https://jmyn.github.io/

Summary

- Strong interest in software engineering and application/game development
- Looking for a job which allow me to lead/work on exciting and meaningful projects and experiment with cutting-edge technologies
- Experienced in
  Web Development (HTML/CSS/PHP/JQuery/JavaScript),
  Mobile Development (Android, iOS),
  Computer vision tools (python openCV),
  Statistical analysis tools (R/SAS),
  Database systems (Node.js, Microsoft SQL Server, MySQL),
  Web scraping/crawling (python, C++),
  Game development (Unity3D and Unreal Engine 4)
  Enterprise Web app (Java J2EE, Hibernate, JSF, IBM Websphere)
  Mainframe technologies (zOS, COBOL, JCL, eztrieve, CICS, DB2)

Work History

Application Consultant @ Central Provident Fund Board (CPFB)   [Jul 2017 to Present]
- Analyse, design, develop, implement and maintain application systems (both in mainframe and open systems)
- Worked on a J2EE project – eHousing in a team of 10+ members
- Handled the data migration from an older application to the eHousing application

Teaching Assistant (CS3247) @ National University of Singapore   [Jan to Apr 2017]
- Assist in the teaching/grading of Game Development module and creating lab worksheets

Internship @ Development Bank of Singapore   [May to Aug 2016]
- Worked on an internal project to develop a mobile application using Unity3D to aid training for 22000 staff
- Team leader of the project
- Participated and won **1st Runner-up** and **Excellence in Design** @ DBS Remix Game Jam 2015

Internship @ SUTD Game Lab, Game Innovation Programme(GAMBIT) [May to Aug 2015]
- Developed a mobile game using Unity3D, *re:color(later known as umiro)*, with a multi-disciplinary team of 6 members
- Main gameplay/system programmer and for the team
- Voted Best team/game by Ubisoft Singapore

Education

Bachelor of Computing in Computer Science   [CAP: 3.99/5.00]
National University of Singapore   2013/14 - 2016/17

Focus Area:
Certificate of Distinction in Computer Vision
Certificate of Distinction in Computer Games and Graphics

Relevant courses:
Data structures and algorithms, Computer Vision and Pattern Recognition, Machine learning, Game development, Graphic rendering techniques, Software engineering, GPGPU, Computer networks practice, Media technology project, Database systems, Computer aided data analysis

Notable Projects

eHousing – Inter/Intranet web portal for refund/application of CPF for housing
• Automates the process whereby lawyers submit application for CPF members through the Internet portal. (Previously the process is manual using hardcopy submission)
• Automates and improve the workflow whereby CPF officers approves/reject the application through the intranet portal.

SuperStreamer - Game engine with progressive content streaming
• Modified Unreal Engine 4 (open source game engine) to support progressive downloading of game content a.k.a file streaming/cloud gaming
• Responsible for the runtime component, identifying and modifying UE4's asset loading behaviour. Prioritisation of assets to download from the cloud as the player progress through the game and dynamically replace textures of game objects when download complete
• Successfully reduce player's download time by 70+% i.e a 1GB game requires player to only download 200+MB of files to start playing
• Paper published at ACM multimedia conference 2016
• Demo video

Computer vision project
• Stitches 3 videos of different angles of the same soccer game, tracking the movements of each player, highlighting the offside line and map it to a top-down graphical view using python openCV
• Demo

Recolor (later known as Umiro)
• Mobile game made during Game Innovation Programme internship using Unity3D and developed further after the internship with a team of 4 members
• Lead programmer of the team
• Nominated Best Mobile Game @ Casual Connect Asia 2016
• Nominated Best Indie Game @ Tokyo Game Show 2016 by Dengeki online
• Featured Game of the Day by both Google and Apple app store
• Published in Google Play Store and Apple App store

Eye Contact - Game development project
• First person virtual reality networked multiplayer thriller game made using Unreal Engine 4
• Awarded best project award @ 8th NUS School of Computing Project Showcase
• Gameplay programmer of the team
• Demo