

Francis Lee

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Education

NATIONAL UNIVERSITY OF SINGAPORE

BEng (Computer Engineering)
Honours (Highest Distinction)
GPA: 4.58 out of 5

Skills

MOST EXPERIENCED IN

Unity • C# • C • Java • Javascript • Node.js

FAMILIAR WITH

Python • HTML/CSS • Git
Arduino • Raspberry Pi

Coursework

UNDERGRADUATE

- Computer Vision and Pattern Recognition
- Interaction Design for Virtual and Augmented Reality
- Programming for Computer Interfaces
- Software Engineering

FINAL YEAR PROJECT

- Enhanced Spatial Awareness for the Visually Impaired using Mixed Reality and Vibrotactile Feedback

Awards

2019	15th STePs Best Project Award (Independent Projects)
2019	Global VR Hackathon 1st Prize
2019	XR.Hack 2019 1st Prize
2019	14th STePs CS4240 3rd Prize
2019	NUS Makerthon 2019 3rd Prize
2018	PwC Prize for Whole Leadership
2018	NUS Computing Student Awards (Silver)
2018	BOC-NUS Hackathon 2nd Prize
2018	Facebook Singapore Regional Hackathon 3rd Prize
2018	ActInSpace International Finals Airbus Innovation Prize
2018	ActInSpace Singapore 1st Prize
2018	HackOMania 3rd Prize
2018	Robots@NUS 2nd Prize
2017	iNTUition Best Hardware Hack
2017	NUS Orbital Best Project (Gemini)

Work Experience

KEIO-NUS CUTE Center

Singapore

RESEARCH ASSISTANT (AR/VR DEVELOPER)

March 2019 - July 2019

- Assisted in the development of various AR/VR projects primarily working with Unity
- Developed using ARCore, Vuforia, SteamVR and SRWorks

DSO National Laboratories

Singapore

SUMMER RESEARCH INTERN

May 2018 - Aug 2018

- Project Title: Dynamic Testing of Embedded Devices
- Worked on fuzzing closed-source binaries of any architecture using AFL-Uncorn and Qemu (Python)

National University of Singapore

NUS, Singapore

TEACHING ASSISTANT - CS1101S: PROGRAMMING METHODOLOGY

Aug 2017 - Nov 2017

Projects

Enhanced Spatial Awareness for the Visually Impaired using Mixed Reality and Vibrotactile Feedback

DEVELOPER

Jan - Nov 2019

- Using HoloLens' spatial mapping in tandem with vibrotactile feedback as an obstacle avoidance system for the visually impaired.
- Conducted user-tests on blindfolded individuals to measure effectiveness of system.

DoodleCloud

DEVELOPER

Nov 2019

- VR doodle game made during 48-hour Hackathon using hand-tracking.
- Developed VR elements and utilized HTC hand-tracking SDK, currently re-implementing the game for Oculus Quest.

Taichi VR

DEVELOPER

Feb 2019 - Apr 2019

- Allows the users practice Taichi in a tranquil virtual environment.
- Worked on animating instructor executing the movements for user to follow.

Ark: Parcel Management System

DEVELOPER

Aug 2017 - Dec 2018

- Parcel Management System developed for Software Engineering module with testing and continuous integration. (Java)
- Git was used predominantly for version control on a centralized repository (Github).

Extracurricular Activity

NUS Hackers

NUS, Singapore

CORETEAM MEMBER

April 2017 - Present

- Conducted workshops on topics including Arduino and AR/VR and organized weekly technical meet-ups over a semester
- Organized largest student-run hackathon in Singapore, Hack&Roll with more than 500 participants in 2018 and 2019.

NUS School of Computing Freshmen Orientation Projects

NUS, Singapore

DEPUTY DIRECTOR

Oct 2017 - Sep 2018

NUS School of Computing Freshmen Orientation Week

NUS, Singapore

VICE-PROJECT DIRECTOR

Oct 2016 - Aug 2017