

Kitson Low

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PROFILE

Computer Science undergraduate and software engineer with over 10 years of hands-on experience in C++ and real-time systems development. Co-founder and lead developer of a proprietary interactive control software platform integrating LED systems, sensors, and external devices to create programmable interactive environments.

Focused on software architecture, hardware-software integration, and development of scalable interactive systems intended for commercial installations and international software licensing.

EDUCATION

BsCS in Real-Time Interactive Simulations, Digipen(SIT)	Expected Q1 2027
Diploma in Game Development and Technology, Nanyang Polytechnic	2016 - 2019

TECHNICAL SKILLS

Languages	C++ (OpenGL, ImGui, Winsock), C, C#, Python (OpenCV, Pybricks), PHP(Laravel)
Technologies	Unity, Git, RenderDoc, Wireshark, ART-NET Lighting Protocol
Systems	Real-Time Systems, Hardware Integration, Game Engine Architecture

EXPERIENCE

Software Engineer	Dec 2023 - Apr 2025
Daltech	Singapore

- Led a team of 4 developers in engineering of GriddyGrid, launching with \$200K revenue and 2.5k unique customers over 7 months.
- Initiated and maintained communication with LED controller supplier, acting as the company's representative to manage supplier relations resulting in enhanced collaboration and streamlined procurement processes.

Programming Trainer & Software Developer Intern	Sep 2023 - Present
Robothink & Instic Academy	Singapore

- Maintained high retention among older students by developing new lesson and syllabuses for subjects such as Python, Javascript, HTML, CSS and Unity(C#).
- Spearheaded R&D of solutions related to integration of robotics, computer vision, and raspberry pi which resulted in teams achieving 1st & 2nd places in their categories at a national robotics competitions.
- Planned and ran a block coding competition Robothink DREAM Thailand 2025 with participants from SEA.

Software Engineer Intern	Jan 2022 - Aug 2022
Acronis	Singapore

- Involved in C++ software development of Cyber Security Software on multiple platform including Windows, MacOS and Linux.
- Modified existing pipelines based on specifications such as handling events and data between different internal processes/services.

PROJECTS

GriddyGrid. Developed a proprietary interactive control platform enabling games and programmable experiences to run within LED-enabled environments using ART-NET lighting protocol. Implemented in C++ with integration to MADRIX LED control systems. The platform supports real-time device coordination, configurable game logic, and modular expansion for future interactive installations. Featured by MADRIX in their Best of 2024 showcase.

Liberation Engine. Built a fully functional 3D game engine in C++ which allows users to create games through C++ Scripts in Engine. Notable architectural features include ECS, Reflection, and Dependency Injection.