

# KITSON LOW

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## OBJECTIVE

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Penultimate Undergraduate with 8+ years of hands-on experience in C++, passionate in software development. Available for internships from May 2025 to April 2026 (1 year).

## EDUCATION

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### Bachelor of Science (Computer Science), Digipen (SIT)

2022 - 2026

Major: Real-Time Interactive Simulations

Teaching Assistant:

Software Engineering Project 2 (Jan 2024), 3 (Aug 2024) & 4 (Jan 2025)

High Level Programming 1 & 2 (Aug 2023)

### Diploma in Game Development and Technology, Nanyang Polytechnic

2016 - 2019

Awards: First Runner-up, International Game Concept Creation 2018 at [KAMK](#) (Kajaani, Finland)

## SKILLS

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**Languages** C++(OpenGL, ImGUI, rapidjson), C, C#, Python (pybricks, OpenCV)

**Technologies** Git, Unity, RenderDoc

**Skills** Template Metaprogramming, Game Engine Architecture

## EXPERIENCE

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### Software Engineer

Dec 2023 - Present

Daltech

*Singapore*

- Led a team of 4 developers in engineering of GriddyGrid, launching with \$200K revenue over 7 months.
- Liaise with LED controller suppliers and distributors, creating and conveying technical requirements.

### Software Engineer Intern

Jan 2022 - Aug 2022

Acronis

*Singapore*

- Contributed to [Acronis Cyber Protect](#), developing multiple features across Windows, Mac and Linux platforms in C++.
- Handled tickets on a monthly based sprint cycle and consistently hit 100% of deadlines and expectations set by managers.
- Modified existing pipelines based on specifications such as handling events and data between different internal processes/services.

### Game Programming Intern

Jul 2019 - Oct 2019

Battlebrew

*Singapore*

- Involved in shipping an Apple Arcade game "BattleSky Harpooners" developed in Unity C#, available on multiple platforms such as iPhone, iPad, Mac and AppleTV.
- Developed UI logic, localization logic and gameplay mechanics independently in quick succession to hit tight deadlines and get the game ready for launch.

## PROJECTS

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**GriddyGrid.** Built a software which enables games to be played and developed within an LED filled room via ART-NET protocol. Built with C++ and [Madrix](#). This project was featured by Madrix in their Best of 2024 showcase.

**Liberation Engine.** Built a fully functional 2D game engine in C++ which allows users to create games through C++ Scripts in Engine. Notable architectural features include ECS, Reflection, and Dependency Injection.