

Yeo Kai Xiang

☎(+65)81813737

✉yeo.kaixiang@u.nus.edu

www.linkedin.com/in/yeo-kaixiang/

EDUCATION

National University of Singapore

Aug 2025 – Apr 2026

Master of Architecture

- Obtained Honours (Merit)
- Focused on Computational design, Speculative architecture and Environmental systems.
- Master's Thesis, Space is the Place: a Mars station 3D printed from subsurface ice by rovers, developed with an Unreal Engine 5 simulation of Martian terrain and conditions (temperature, sunlight and resource distribution).

National University of Singapore

Aug 2021 – Apr 2025

Bachelor of Arts (Architecture)

- Obtained Honours (Merit)
- Acquired knowledge on Architectural design studios, Urban planning, Environmental systems, Construction technology, Digital fabrication, Parametric design and Computational workflows

WORK EXPERIENCE

OceanX

June 2026 – Present

Immersive/ Realtime Mixed Reality Designer

- Design and build games, interactive documentaries and websites for OceanX exhibitions and the OceanX Summit 2026, taking each from concept and prototype to deployment.
- Fin: Unhooked – solo designer and developer of a camera-controlled web game (TypeScript, WebGL/WebGPU, prototyped in Unreal Engine 5) for the OceanX x ArtScience Museum exhibition Into the Ocean: Journey Beneath.
- How Deep Can You Dive? – exhibition kiosk quiz where the Claude API judges free-typed answers, with prompt caching, cost logging and a daily budget cap.
- Diver – underwater exploration game in Three.js, with an AI-assisted 3D asset pipeline (Higgsfield, Tripo, Blender) and species checked with the OceanX science team.
- Built interactive documentaries from OceanX expedition footage, the Step Into the Ocean touring website and a 3D planner for modular exhibition screens.
- Prototype with Claude Code and MCP-connected tools (Blender, Unreal Engine 5, Premiere Pro), going from paper idea to playable build in days.

National University of Singapore

Aug 2025 – Nov 2025

Teaching Assistant

- Teaching Assistant for AY25/26 Semester 1, AR2524 – Spatial Computation Thinking

VOUSE

May 2025 – Aug 2025

Architectural/ Game Design Intern

- Integration of game design and programming via Unreal Engine (UE) blueprint into Architectural interactives for Changi Airport Terminal 2, Terminal X, and Terminal 5.
- Developed real-time 3D environments and interactive systems bridging architecture and immersive digital experiences.
- Produced 3D assets and spatial prototypes using Rhino, Blender and Unreal Engine.
- Produced several display models for exhibition event for fire safety.
- Worked on 3 projects.

RSP Architects Planners & Engineers (Pte) Ltd

June 2024 – Dec 2024

Architectural Intern

- Drafted architectural drawings and assisted in design development for large-scale projects.
- Contributed to design ideations, presentation decks and coordination with consultants.
- Held and conducted site meetings and inspections.
- Worked on 10+ projects.

AAMER ARCHITECTS

Apr 2023 – Aug 2023

Architectural Intern

- Drafted Architecture drawings for residential and mixed-use projects.
- Produced 3D renders and visualisations for client presentation.
- Participated in site visits and project coordination

AWARDS AND ACHIEVEMENTS

National University of Singapore AkiVal'26 <ul style="list-style-type: none">• Top Project of the cohort	2026
National University of Singapore AkiVal'25 <ul style="list-style-type: none">• Top Project of the cohort	2025
National University of Singapore AkiVal'24 <ul style="list-style-type: none">• Top Project of the cohort	2024
ASIAN CONTEST OF ARCHITECTURAL ROOKIE'S AWARD 2023 Certificate of Participation <ul style="list-style-type: none">• Representative of Singapore and NUS for an international architectural design competition.	2023

SKILLS AND HOBBIES

Languages: English (proficient), Mandarin (advanced), Japanese (beginner)
Games and Real-time: Unreal Engine 5, TypeScript, Three.js / WebGL / WebGPU, Blender, VS Code
Spatial and Visual: Rhino 8, Grasshopper, AutoCAD, SketchUp, Enscape, Adobe Photoshop, Illustrator, InDesign, Premiere Pro, Microsoft Office
AI: Claude, Claude Code, Claude API, ChatGPT, Codex, Tripo, Midjourney, Higgsfield
Technical Skills: 3D Printing, Resin Printing, Laser Cutting, CNC Machine operations
Hobbies: Video Games, Floorball and Model Making