TRAINER PROFILES

YJ Soon

Yjioa (YJ) is co-founder of Tinker academy and Tinkertanker Pte Ltd., a technology and education company in Singapore, building software, electronics, curriculum, and the next generation of coders, makers, and creators. YJ handles partnership, strategy, and business development, while always making time to teach a few of his favourite programming classes. YJ received his Bachelor’s and Master’s degree in Electrical Engineering from Stanford University in the USA, and a Post-Graduate Diploma in Secondary Education from the National Institute of Education in Singapore. Before Tinkertanker, YJ taught computing at Raffles Institution as Curriculum Head for Infocomm Technology, and served as a Senior Head for Policy & Planning at the Higher Education Division in the Ministry of Education, Singapore.

Akmal Bin Abd Rahman

Director, Tinker academy

Akmal co-founded Tinkertanker, where he juggles various roles as a web and mobile software developer, software project manager, technology curriculum specialist, instructor trainer, and project developer for electronics and hardware. He has extensive experience building web apps (Rails, Angular, Django), as well as mobile apps (iOS, Ionic). Before Tinkertanker, Akmal was a teacher in secondary school and a MOE officer at the Special Needs Branch. Akmal graduated from Cornell University in 2003 with a Bachelor of Science, Magna Cum Laude, in Computer Science and Electrical Engineering. He then worked as a software developer, software project manager, technology curriculum specialist, instructor trainer, and project developer for electronics and hardware. He has extensive experience building web apps (Rails, Angular, Django), as well as mobile apps (iOS, Ionic). Before Tinkertanker, Akmal was a teacher in secondary school and a MOE officer at the Special Needs Branch. Akmal graduated from Cornell University in 2003 with a Bachelor of Science, Magna Cum Laude, in Computer Science and Electrical Engineering.

Ariff Munshi

Ariff Munshi specialises in developing web applications and UI designs while also dabbling in graphic design, photography and videography. As a full stack developer he has built multiple web applications for start-up companies, including for his first SAAS startup UserScout.com. His entrepreneurial journey has seen him be part of Southeast Asia’s first bootstrapped accelerator F6S Asia and also for PlugAndPlayTechCenter’s bootcamp in Sunnyvale, CA. He now spends his time as a co-founder - managing the web applications for MagicLearn.com and IntuitionLearning.com; and in various teaching/training engagements.

John Su

Director, Tinkercademy

John is a former teacher who has worked in the education time for a significant amount of time. After his time teaching in school, he helped co-found a tailoring start-up, where he ran the operations and business development portion of the company for 2 years. Concurrently, he worked in a boutique tuition centre which then spawned an accounting arm where he took a role as Head of Business Development for a year. He currently provides training in technology education, and runs his own education company providing tailored education solutions for international students looking to study in Singapore.

Christina Daniels

Christina is a Software Engineer with 12 years of experience working in Australia, London and Singapore with multinational companies including Microsoft and Morgan Stanley developing applications in Java and C++. She has a degree in IT&T Engineering from the University of Adelaide and an MBA from London Business School. She is now working as a software instructor in Singapore and is the founder of Learn 2 Code, a business setup to teach students of all ages to code using languages such as Scratch and Python.

Programme Highlights

• Introduction to mobile app development processes
• Fundamentals of prototyping and design thinking
• Get started with Figma as a design tool
• Work with Figma’s prototyping capabilities
• Get started with Thunkable to build simple app prototypes
• Design fundamentals and resources for icons and typography

Learning Objectives

• Understand and apply basic app design and prototyping concepts such as mock-ups, typography, iconography
• State and internalise basic design thinking principles: empathy, definition, ideation, prototyping, and testing
• Design a simple user interface (UI) mock-up for an app
• Implement a clickable prototype for an app prototype with basic functionality

Who Should Attend

• No prior experience or background required in design or programming
• Anyone with an interest in learning about the fundamentals of rapid app prototyping and user interface principles
• Professionals with coding experience, but new to web app development
• Aching web developers who want to get started with building web apps

Programme Schedule

2 weekend evenings & 1 full Saturday

Fee

$SGD1712.00 incl. GST
As low as SGD193.60 incl. GST for Singapore Citizens / PRs excl. GST for Singapore Citizens / PRs after reimbursement funding

Registration

For enquiries, please email academy@smu.edu.sg

Designing and Prototyping App User Interfaces for Mobile App Development
Professional Certification in Mobile Application Development

OVERVIEW

Find out what it takes to create interfaces for apps through practical learning using beginner tools such as Figma, an online app for mockups designs and icons, and Thunkable, a visual programming tool for app prototypes. Participants will learn and put into practice design concepts and experience a design prototype-test iteration cycle.

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