

Alwin Moo

VR/AR developer

Hi! I am Alwin Moo, based in Singapore. I am enthusiastic, passionate and driven individual. I am a programmer specializing in games and VR/AR solutions with Unity. Well versed in C++ with OpenGL and C# for Unity.



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Singapore



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alwinmoo.github.io



linkedin.com/in/alwin-moo

Skills

Programming

C++



VR/AR



C#, Java



Languages

English



Mandarin



Cantonese



Software

Unity3D



Microsoft Office/Google Drive Suite



Adobe Lightroom



Adobe Photoshop



Soft skills

Creative writing and public speaking

Project management

Customer service

Leadership

Education

Diploma in Game Development and Technology

Nanyang Polytechnic

04/2017 – 05/2020

- Graduated with GPA

GCE 'O' Level

Christchurch Secondary School

01/2013 – 12/2016

- Passed GCE 'O' levels with 5 distinctions

Work experience

Lab Technician Officer

Nanyang Polytechnic

06/2017 – 03/2019

- Service windows PCs and Macs; either remotely, for software issues, or opening the PC for hardware issues.

- Applied preventive measures and constant updates to operating systems, software, and drivers.

Exchange Student (Overseas internship)

Taipei University of Maritime Technology

06/2019 – 08/2019

- Exchange student in Taiwan, conversing in Mandarin in daily life and at school.

- Input and gameplay programmer for a role-playing, dungeon game based on traditional Taiwanese religious figures.

Volunteer experience

World Wide Fund for nature

06/2013 – present

- Spread awareness during roadshows to the general public using games and apps.

Willing Hearts

03/2018 – present

- Preparing vegetables for the kitchen.

- General warehouse and storage upkeep.