

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, Python

Software

Unity3D, Microsoft Office/Google Drive Suite,
Adobe Lightroom, Adobe Photoshop

Languages

English, Mandarin, Cantonese

Soft skills

Creative writing, 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.