



Ho Li Lian

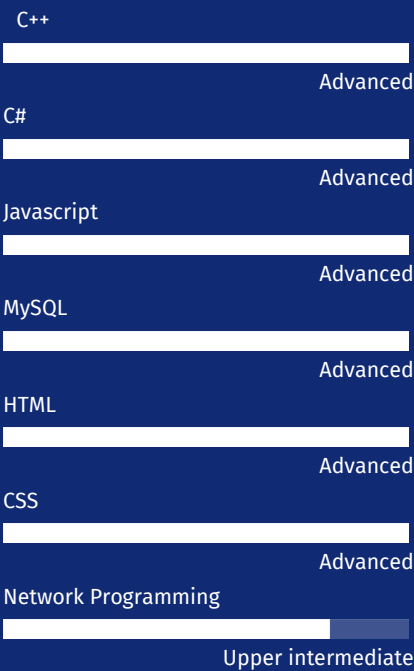
Developer

Detail-oriented and **hardworking** developer. Picks up skills fast and is able to deliver **high-quality features** quickly to meet tight deadlines. Enthusiastic **team player** ready to contribute to company's success.

Contact

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- Portfolio**
<https://butterkn1f.github.io/DigitalPortfolio/index.html>

Skills



Experience

03/2023
- 05/2023

Game Developer Intern

CREEK & RIVER Co. Ltd, Japan

- Developed **4 hypercasual mobile games**, aligning with current market trends, utilising **C#** in **Unity** and **C++** with **DxLib**
- Independently** designed **code architecture** for all games, employing **UML diagrams** to ensure scalability and efficiency
- Refactored** and **optimised** legacy projects from company, ensuring that code is **performant** through **code architecture** overhauls and **design pattern** implementations
- Adapted to **Japan's** working culture, **effectively communicating** and collaborating with colleagues
- Achieved **Distinction** for internship, performing within **top 5%** of entire cohort

03/2022
- 03/2023

Part-time Full-Stack Web Developer

Runningstream

- Developed a secure **account management framework** used across multiple projects, leveraging **Amazon Web Services Cognito**
- Contributed to the development and deployment of **2 full-stack live websites** powered by **React** and **Amazon Web Services** APIs
- Mentored** an **intern** from Temasek Polytechnic for **3 months**
- Individually developed and published the **first mobile app** under the company, supporting both **Android** and **iOS** platforms
- Spearheaded** a **6-month-long** development initiative for a cross-platform web and mobile project

Education

04/2021
- 04/2024

Diploma With Merit: Game Development & Technology

Nanyang Polytechnic

Graduated with **3.82 GPA**.

- Member, Sakuran Japanese Culturan Club
- Member, Makers Innovators Tribe

01/2017
- 12/2020

O' Levels: Secondary Education

Nan Chiau High School

Graduated with **L1R5 13, L1R2B2 9**.

- Member, Visual Arts Club

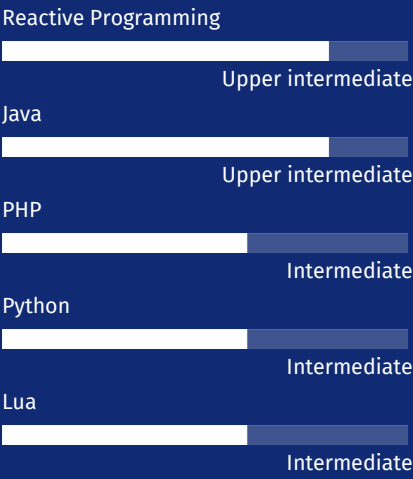
01/2011
- 01/2016

PSLE: Primary Education

Fernvale Primary School

Graduated with a PSLE Score of **254**.

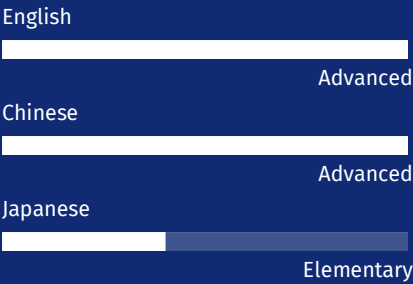
- Student Leader, Art Club



Software

Amazon Web Services
Android Studio
Git/GitHub/GitLab
OpenGL
PlayFab
React
Asana/Monday.com
Unity
Unreal Engine
Visual Studio/Visual Studio Code

Languages



References

Dan Toh
CEO, Runningstream
+65 9123 9456

Kazunari Kikuchi
Senior Developer, CREEK & RIVER Co. Ltd.
kazunari.kikuchi@creekriver.co.jp

Projects

Final Year Project

- Worked with a **cross-disciplinary team** of **9 students** to develop an **Unreal Engine multiplayer** game showcased during **Singapore Design Week 2023**
- Successfully took over the project mid-cycle, completing it within a tight **3-month** timeframe to both **optimise** and **build** upon the previous team's code
- Engineered the **core networking framework**, implementing **peer-to-peer** multiplayer functionality, allowing players to create and join server rooms
- Implemented **Agile Development** methodologies, employing various project management and collaboration tools like **GitHub** and **Asana**
- Conducted **daily scrum meetings** before work for efficient task allocation and progress tracking

Independent Work Project

- Individually conceptualised and developed an **Unreal Engine** action game from the ground-up over a span of **4 months**
- Utilised a combination of **C++** and Unreal Engine's **blueprint** systems to ensure **optimal performance**
- Stored player data using **Amazon Web Services Relational Database Service** and querying using **MySQL**
- Managed player **accounts** and **leaderboards** seamlessly using **PlayFab**

Awards

Director's List

Nanyang Polytechnic
The *Director's List* is awarded to students who achieve the **top 15%** of the cohort. This award was attained for **4 out of 6 semesters** throughout the course of study.

3rd Place in NYP X H2 Game Jam

Nanyang Polytechnic
The *NYP X H2 Game Jam* is a competition where teams are given **5 days** to develop a game from the ground up, given a theme.

Led a **team of 5**, consisting of students from different diplomas, and managed to clinch **3rd Place** with a game made in **Unity**.

2nd Place in AI for AI Game Challenge: Grab The Cheese!

Singapore University of Technology and Design (SUTD)
This competition involved building a game agent using **artificial intelligence** and **training** it to identify obstacles and challenges.

Entered **solo** and managed to get **2nd Place** out of **60 teams** comprising students from Singapore universities and polytechnics.