

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.

Personal Info

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LinkedIn
<https://www.linkedin.com/in/li-lian-ho/>

Website
<https://butterkn1f.github.io/DigitalPortfolio/index.html>

Skills

C++	■ ■ ■ ■ ■
CSS	■ ■ ■ ■ ■
HTML	■ ■ ■ ■ ■
JavaScript	■ ■ ■ ■ ■
MySQL	■ ■ ■ ■ ■
C#	■ ■ ■ ■ ■
Java	■ ■ ■ ■ ■
Lua	■ ■ ■ ■ ■
PHP	■ ■ ■ ■ ■
Python	■ ■ ■ ■ ■

Work History

- Mar 2023
- Jun 2023

Game Client Engineer Intern
CREEK & RIVER Co. Ltd., Japan

 - Used C++ in *Unreal Engine* for game development.
 - Learned to communicate with *Japanese* colleagues despite language barrier.
 - Developed **player character movement** alongside mentor for an upcoming game.
 - Individually completed integrating **spell-casting** for a new character.
 - Worked alongside small team to develop core **enemy artificial intelligence**.
- Mar 2022
- Mar 2023

Part-time Full-Stack Web Developer
Runningstream, Singapore

 - Used *React* and *React Native* framework to develop projects' frontend.
 - Used *NestJS* to develop projects' backend.
 - Used *Amazon Web Services* to deploy projects on a live server.
 - Part of a development team that deployed a **full-stack live website**.
 - Individually developed and published **first mobile app** under company's name.
 - Mentored** an intern from Temasek Polytechnic for **3 months**.
 - Led the development** of a web and mobile project, working alongside the mentee for the web client.

Education

- Apr 2021
- Apr 2024

Game Development & Technology, Diploma with Merit
Nanyang Polytechnic

Graduated with **3.82 GPA**.

 - Member, Sakuran Japanese Cultural Club
 - Member, Makers' Innovator's Tribe
- Jan 2017
- Dec 2020

Secondary Education, O' Levels
Nan Chiau High School

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

 - Member, Visual Arts Club
- Jan 2011
- Jan 2016

Primary Education, PSLE
Fernvale Primary School

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

 - Student Leader, Art Club

Software

Amazon Web Services

Android Studio

Github

MySQL

NestJS

OpenGL

React

React Native

Trello

Unity

Unreal Engine

Languages

English	★★★★★
Chinese	★★★★★
Japanese	★★★☆☆

Hobbies

- Gaming
- Programming
- Learning Japanese Culture
- Drawing

Awards

Apr 2023

Director's List

Nanyang Polytechnic

The *Director's List* is awarded to students who achieve the **top 15%** of the cohort and without failing any modules for the semester.

This award was obtained for the following semesters:

- Year 1 Semester 2
- Year 2 Semester 1
- Year 2 Semester 2

Dec 2022

1st Place at Nihongo De Asobou

Japanese University Graduate Association of Singapore (JUGAS)

Nihongo De Asobou is an annual **Japanese language and culture competition** where teams compete against each other in a series of minigames.

Was part of the team representing Nanyang Polytechnic which managed to clinch **first place** for this competition.

Jul 2021

2nd Place at 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. **Python** was used to program the game agents.

References

Dan Toh

CEO, Runningstream

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Kazunari Kikuchi

Senior Developer, CREEK & RIVER Co. Ltd.

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