

# Ong Cheng Geng

SOFTWARE ENGINEER

☎ (+65) 8112 1339 | ✉ chenggeng1997@gmail.com | 🏠 chenggeng97.github.io/ | 📺 ChengGeng97 | 🌐 cheng-geng-ong-5414361a2

## Summary

Currently a Software Engineer at Koei Tecmo Singapore. Graduated from NUS in 2022.

A developer with a passion for games and delivering happiness to players. Seeking to learn more about a variety of game development processes.

## Work Experience

### Koei Tecmo Singapore

Singapore

SOFTWARE ENGINEER

Jun. 2022 - Current

- Implement new features according to designer-written specs for the global version of Dissidia Final Fantasy Opera Omnia, a mobile RPG game in C++.
- Maintain internal webtool used for handling of Japanese to English translations written in JavaScript and PHP.
- Develop and maintain a variety of internal tools used to automate a Programmer and Designer processes.
- Handle the merging of source code from future Japanese versions of the codebase.
- Investigate and fix bugs discovered during QA to ensure smooth running of the game.
- Update internal documentation regarding the game and developmental processes.

### Source Academy - Programming Teaching Tool

Singapore

FRONT-END ENGINEER, INTERN

Jan. 2021 - Jun. 2021

- Developed GitHub integration features for front-end of the Source Academy, a teaching-and-learning platform targeted towards Computer Science Freshmen, written in ReactJS.
- Wrote unit tests to ensure correctness of code.
- Wrote user and developer guides to ensure usability and maintainability of feature.

### Graduate Student Project

Singapore

GAME DEVELOPER

Jun. 2020 - Jul. 2020

- Created game in Unity 3D and C according to accomplish research goals.
- Engaged productively in discussions about game design and end-user experience to reach research goals.
- Implemented data-logging on Firebase for the collection of research data.

## Education

### National University of Singapore

Singapore

B.S. IN COMPUTER SCIENCE

Aug. 2018 - Jun. 2022

- Graduated with a CAP of 4.38/5.0
- Completed specialisation in Computer Graphics and Games.

## Extracurricular Activity

### NUS Game Development Group

Singapore

EXECUTIVE COMMITTEE MEMBER

Aug. 2018 - May. 2022

- Under role of Secretary in 2020, took meeting minutes and helped to run weekly activities.
- Under role of President in 2021, headed weekly committee meetings, as well as ran and organised weekly club activities.
- Liaised with school staff and outside parties to organise the running of yearly game jam.