Gary Ng

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Education

Masters of Science 2015 - 2017
Industrial Design Daejeon, South Korea
KAIST

Certificate of Completion 2014 - 2015
Korean Language Daegu, South Korea
Keimyung University

Bachelors of Information Technology (Honours) 2010 - 2014
Game Development & Entrepreneurship Oshawa, Ontario
University of Ontario Institute of Technology

Work Experience

Graduate Research Assistant 2015 - 2017
KAIST Daejeon, South Korea

Designed and developed an augmented reality game editor for the HoloLens and a collaborative augmented reality interior design application for Project Tango devices. Conducted formal and informal evaluations to determine the usability and user experience of both systems.

Tools and Systems Programmer 2014
Digital Leisure Aurora, Ontario

Constructed a pipeline to streamline the development of 3D art assets for the Four Kings Casino and Slots, which is available on Steam and the PlayStation Store. Collaborated with the art and design teams to create the necessary in-game tools, plugins for Maya and Unity, and web reports for the pipeline.

Undergraduate Research Assistant 2012 - 2014
University of Ontario Institute of Technology Oshawa, Ontario

Collaborated with surgeons at the SickKids Research Institute on the design of multiple medical simulations used to research the effectiveness of games as an education and research platform.

International Research Assistant Summer 2013
Freie Universität Berlin Berlin, Germany

Developed and debugged a Java-based research system that utilized the Esper event processing engine to process Twitter data. Additionally visualized the data in an interactive web application.

Software Developer (Intern) Summer 2012
BeaconWall Hong Kong

Took over the existing code base for MaXit Systems and led the development of a network and mobile module for the MFC desktop client. Demonstrated the product to the client to obtain usability feedback.

Peer Tutor 2011 - 2014
University of Ontario Institute of Technology Oshawa, Ontario

Provided one-on-one tutoring services to nearly 100 students in university level math and programming courses while mentoring new peer tutors by providing guidance to facilitate their development as tutors.

Languages

English
Cantonese
Korean (TOPIK 5)
Japanese (JLPT N5)

C++
C#
Java
Processing
HTML
CSS
JavaScript
PHP
SQL
Python
ActionScript 3.0

Technology

Android
Arduino
Web
Windows

Adobe Flash
Adobe Illustrator
Adobe Photoshop
Adobe Premiere Pro
Autodesk Maya
Git
Unity
Microsoft Office
Microsoft Visual Studio

HoloLens
Oculus Rift
Project Tango

Interests

Video Games
Game Design
System Design
Interaction Design
User Experience
Augmented Reality
Virtual Reality
Travelling

Detailed information about my projects can be found on www.garykcng.com.