SAMUEL HUANG

I want to bring to life beautiful scenes with my programming skills and sense of aesthetics.

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EDUCATION

National University of Singapore   AUG 2018 – PRESENT
Bachelor of Computing (Honours) in Computer Science

Focus Area: Real-Time Graphics | Teaching Assistant | Microsoft Student Partner | CAP: 5.0 / 5.0

Singapore Polytechnic   APR 2015 – APR 2018
Diploma in Information Technology

IMDA Gold Medalist – top student of cohort | Microsoft Singapore Award | GPA: 3.98 / 4.0

SKILLS

Programming
Over 8 years of programming and 5 years of game development experience (C++, C#, Java):

- Computer Graphics: DirectX11/12, HLSL, OpenGL, GLSL, RenderDoc, PIX
- Tools: Visual Studio, Unity, Unreal Engine 4, Git, Perforce

EXPERIENCE

Rendering Programmer   MAY 2019 – AUG 2019

Ubisoft Singapore (Skull & Bones, Contractor)

- Responsible for ship damage shading, as well as parts of the weather systems.
- Maintained various graphical systems that had a direct impact on the final visuals of the project (rain, temporal-AA, deferred shadows, dithering, etc.).
- Worked extensively with C++, shaders, multi-threading, and profiling tools.

Rendering Programming Intern   JAN 2019 – MAY 2019

Ubisoft Singapore

- Worked closely with artists, designers, and tech directors to implement rendering features.
- Maintained existing systems with strong emphasis on optimization.
- Implemented/fixed various platform specific features and bugs.

Unity Contractor & Consultant   MAY 2018 – AUG 2018

XCLR8 Technologies Pte. Ltd.

- Introduced continuous integration and saved XCLR8 over 120 hours of work.
- Advised XCLR8 on problem-solving and implementation of features in Unity.
- Advised and Implemented the core architecture for their animations and UI systems.

Unity Contractor   MAR 2018 – APR 2018

Applied Research & Technology for Infocomm Center

- Developed an augmented reality mobile application with VuforiaAR in Unity.

Game Programming Intern   OCT 2017 – FEB 2018

Tan Tock Seng Hospital - Serious Games Unit

- Led the design and development of a serious games project of a team of 4.
- Implemented core architecture for level design, state management, UI and editor tools that allowed non-technical teammates to contribute to game content.