




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

- GPA / CAP: 5.0 / 5.0
- Relevant Coursework:
 - Programming Methodology
 - Data Structures & Algorithms
 - Real-Time Graphics
 - Mathematics (Linear Algebra, Calculus, Statistics and Probability)
- Leadership:
 - TA – Developed teaching resources on optimization in Unity for 3rd and 4th year students
 - TA – Taught CS1101S (Programming Methodology) to 1st year students
 - Exec-Committee of the NUS Games Development Group (NUSGDG)

Singapore Polytechnic

APR 2015 – APR 2018

Diploma in Information Technology

- GPA: 3.98 / 4.0
- Relevant Coursework:
 - Integrated Computer Graphics
 - Level Design and 3D Modeling
 - Game Development Industry Internship
 - Game Development Studio & Project
- Honours & Awards:
 - IMDA Gold Medalist – top student of cohort
 - Microsoft Singapore Award
 - 3 Times Consecutive Director's Honour Roll recipient
 - Diploma with Merit
- Communication & Leadership:
 - Led 4 software/games development projects
 - Event exhibitor (for above projects) at TechInAsia, Makerfaire, and ConnecTecAsia
 - Hosted 4 technical workshops for over 100 students
 - Community leader as Microsoft Student Partner for 3 years
 - Authored teaching resources as teaching assistant
 - Public speaker at Innovfest Unbound 2017, by NUS Enterprise

Queensway Secondary School

JAN 2010 – DEC 2014

Cambridge GCE 'O' Levels

- L1R5: 7, L1B4: 5
- CCA Grade: A1 (National Cadet Corps)



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 (rain, temporal-AA, deferred shadows, dithering, etc.) that had a direct impact on the final visuals of the project.
- 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 a 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.

Microsoft Student Partner

JUN 2016 – PRESENT

Microsoft Singapore

- Organized 4 workshops for cloud technologies and version control systems such as Microsoft Azure and Git for over 100 students from Singapore Polytechnic.
- Gave talks on game development and computer graphics and authored technical resources on optimization techniques for students.



ADDITIONAL INFORMATION

Organizational Helper | National Software Competition NSC2
2018

Student Counsellor | Singapore Polytechnic Open House
2017 – 2018

Japanese Language | School of Communication, Arts and Social Sciences, SP
2015 – 2018

Game Design Course | Digital Hollywood University, Tokyo
2016