

# JUNHAO ONG

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I aim to apply and expand the skills I've gained from school projects in real-world work, not only to deepen my understanding of what I've learned but also to discover new insights and knowledge that will broaden my capabilities.

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## SKILLS

### Technical Skills:

- Proficient in Game Development Tools: Demonstrated expertise in Unity Engine, Construct 3, Gamemaker 3.0, Photoshop, and Maya, with hands-on experience in developing engaging game experiences.
- Programming Skills: Strong coding abilities in C#, C++, CSS, HTML, Python, and JavaScript, enabling the creation of robust and efficient software solutions.
- UI/UX Design: Proficient in user mapping, wireframing, prototyping, empathy mapping, persona development, storyboarding, and creating user journeys to design intuitive and user-centered interfaces.
- Microsoft Office Suite: Competent in utilizing Microsoft Office applications for various tasks, enhancing productivity and communication.
- Mobile App Development: Experienced in mobile application development using Android Studio, with a focus on creating user-friendly and functional applications.
- Network Security Foundations: Decent understanding of foundational principles in network security, contributing to the development of secure applications.
- Web Development: Proficient in both front-end and back-end web development, with experience in building dynamic web applications.
- API Integration: Skilled in working with both mobile and web applications, including the implementation and integration of APIs to enhance functionality and user experience.

### Generic Skills:

- Cooperated and worked successfully in teams and individually in school assignments and projects.
- Good communication
- Keen to learn new things

### Language:

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- Fluent in spoken and written Chinese and English

## EDUCATION

Degree • Date Earned • School

Diploma in Information Technology - 2023-Present(Ngee Ann Polytechnic)

Higher NITEC in Games Design and Development - 2021-2023 (ITE Central)

GCE 'O' Levels - 2018-2019 (Assumption English School)

Awards • Date Earned • School

Edusave Award (EAGLES) - 2019 (Assumption English School)

National Youth Achievement Award (BRONZE) - 2018 (Assumption English School)

Edusave Certificate of Academic Achievement - 2022 (ITE College Central)

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## LEADERSHIP

**Captain of B-Division Floorball Team** 2018 – 2020

I had to lead and motivate my team in trainings and competitions e.g., NSG Floorball Championships (Boys) in 2018 - 2020, Singapore Floorball Association U16 in 2019

**Class Sports Leader** 2018 – 2020

I had the opportunity to do my part for the school e.g., organizing Sports Day events and helping teachers manage the class during lessons

### Community Service

**Renci Hospital** 2018

Played games with the old folks, bringing smiles to their faces

**Overseas trip to a Cambodian primary school** 2019

Taught and played games with the children. The little cheerful faces despite their impoverished condition made me realize how resilient one can be and cherish what I have back home.

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## EXPERIENCE

### JUNIOR GAME PROGRAMMER INTERN

JAVIS HOLDINGS PTE LTD 12 Dec 2022 – 03 March 2023

Create an individual game, Write up of Games Design Document (GDD) from scratch.

Experiment and work with Augmented Reality (AR) in the game that my team I were tasked to create.

Implementing a Global Positioning System (GPS) into Unity via converting the Unity Grid Map to the World Map.

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## CONTACT

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