Ng Yong Sheng

GitHub|LinkedIn
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Software Engineer who is always looking to challenge and grow himself • Specialized on **Graphics and Games** and **Interaction Design** • Has interest and experience working in **Augmented Reality (AR) and Virtual Reality (VR)** • Dynamic **team player** with technical skills and **team management** experience • Capable of **working independently** when needed without much supervision •

Education

National University of Singapore
BSc in Computer Science
Computer Graphics and Games
Jun 2019| Singapore

NUS Overseas College
Silicon Valley, Batch 33
Dec 2018|San Francisco
Bay Area

Skills

Coding: C, C++, C#
Front End: JavaScript, HTML, jQuery, CSS3, Bootstrap, D3
Back End: NodeJs, Java
Graphics: Unity 3D, Unreal Engine, OpenGL, Vuforia, ARKit, ARCore
Design: Balsmiq, InvisionApp, Adobe XD, Premiere Pro, Photoshop, Illustrator
Others: Git, Jira, Confluence

Links

Hololab:
http://bit.ly/hololabAR
Hero as a Hobby:
http://bit.ly/HaaH
Shark Fin Soup:
http://bit.ly/SFS2d
Statement:
http://bit.ly/stateProto
Moonchaser:
http://bit.ly/Mnchase
Staredown:
http://bit.ly/Stare3247

Internship Experience

LightUp, Inc | *Software Engineer Intern* Jan 2018 – Dec 2018| San Mateo

• Developed augmented reality features and activities using Unity3D
• Improved user interface and user experience for users navigating through the main menu
• Created several in-house tools and APIs using C# for other Software Engineers

Togoparts Pte Ltd | *Web Developer Intern* Jun 2017 – Aug 2017| Singapore

• Developed an e-commerce platform for various affiliated vendors to manage products
• Worked on the front-end of their website using Bootstrap, HTML and jQurery
• Learned to use Amazon Web Services (AWS) and PHP for back-end

Speech Academy Asia | *Public Speaking Trainer* Jun 2015 – Aug 2016| Singapore

• Lead and trained a group of young entrepreneurs on how to do public speaking in front of large crowds at the United Nations Women's 'Project Inspire'
• Managed classes of students aged 5 to 12 up to a group size of 30 people

Anteractif Pte Ltd | *Assistant Producer* Feb 2013 – Dec 2013| Singapore

• Assisted with designing and developing various web and media solutions for clients
• Planned and supervised crew members on video production

Projects

Hololab | Mobile AR Science App Dec 2018

• 3D Augmented Reality Science app for young children
• Designed and developed various activities and features of the app using Unity3D and ARKit

Shark Fin Soup | 2D Survival Game Sep 2017

• A survival game where the player must avoid as many sharks as possible to stay alive
• Developed the game's mechanics and interface using Unity

Statement | Fashion Mobile App April 2017

• An Andriod app for teenagers to help them decide what to wear for the day
• Designed the overall user interface as well as the concept of image layover, wear-on simulation
• Won *1st runner up* in 10th STePs Exhibition Competition

Hero as a Hobby | Open-world 3rd Person Shooter May 2016

• A 3D open world third-person shooter hack-n-slash video game
• Won *1st place* in Orbital 2016 Exhibition Competition, has over 20,000 downloads
• Won *Certificate of Commendation* in 9th STePs Exhibition Competition

Moonchaser| Endless Platformer Dec 2016

• An Android platformer game created during a game hackathon event
• Designed and drew in-game art and interface and coordinated the entire team
• Won *1st place* in the hackathon, Gamecraft 2016, garnered over 20,000 downloads

Staredown | 3D VR Survival Game April 2019

• First-person, virtual reality, survival video game
• Developed multiple features ranging from shooting mechanics to object to object interaction
• Was the main supervisor over the tech
• Won *1st place* in 14th STePs Exhibition Competition