SIU MAN HO

GAME DEVELOPER

🌐 joesiu.github.io/portfolio

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PROFILE

A self-motivated person with passionate in game development. Familiar with PC game production. Responsible and can work under pressure. Eager to learn new stuff and is able to quickly adapt to new knowledge.

EDUCATION

Bachelor of Science In Creative Media (Games Stream)
City University of Hong Kong (2018-2022)

EXPERIENCE

3D Game Designer (Summer Intern) | 10botics Limited
2021/06 – 2021/08

- Create 3D environments and add new scripts for a self-driving car simulator
- Submitting PRs to the Donkey Car open-source project
- Bug fixes for a remote controller app and publish the update to Android / IOS

PROJECTS

Bopulation (Final year project)
A 3D side scrolling sci-fi game for PC using Unity3D, with the focus on graphics and different game systems

Merge Screen
A 3D split screen puzzle game made in Unity3D, showcased in CityU SIG Showcase and won the best "UI/UX" award

Dark Zone
A 2D top-down shooter game made with C++ and SDL 2.0

Elemental Dance
A motion & gesture-based game using Unity3D and Kinect v2 sensor

Hold the Pose
An WPF application in C# which uses Kinect v2 sensor for body tracking

More projects and details on joesiu.github.io/portfolio/programming

SKILLS

Language

C#

C++

Python

JavaScript

HTML / CSS

Java

Software

Unity3D

Blender

Adobe Suite

Other

Git

OpenCV

OpenGL

Kinect

Arduino