

SIU MAN HO

GAME DEVELOPER

 [joesiu.github.io/portfolio](https://github.com/joesiu/portfolio)

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PROFILE

A self-motivated person with a passion for 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 publishes updates to Android/iOS

PROJECTS

Population (Final year project)

A 3D side-scrolling sci-fi game for PC using Unity3D, with a 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

A WPF application in C# which uses Kinect v2 sensor for body tracking

More projects and details on [joesiu.github.io/portfolio/programming](https://github.com/joesiu/portfolio/programming)

SKILLS

Language

C# 

C++ 

Python 

JavaScript 

HTML / CSS 

Java 

Software

Unity3D 

Blender 

Adobe Suite 

Other

Git 

OpenCV 

OpenGL 

Kinect 

Arduino 