

# KOH GUAN ZEH

## <SOFTWARE DEVELOPER>

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**Nationality:** Singapore Citizen  
**Date of Birth:** 12 July 2000  
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**Portfolio:** <https://kohguanzeh.github.io/>

## EDUCATION

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### National University of Singapore

Bachelor of Computing (Honours) in Computer Science  
AUG 2022 - PRESENT

### Singapore Polytechnic

Diploma in Games Design and Development (with Merit)  
APR 2017 - MAR 2020

## SKILLS

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### Programming Languages:

C#, Java, Javascript, Python

### Engines, Frameworks & Libraries:

Unity, React-Redux, Electron, React Native

## EXPERIENCE

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### Razer, Singapore – Web Application Development Intern

15 MAY 2023 - 4 AUG 2023

- Partaken as a developer in a device simulation project through a test driven development approach.
- Increased the number of supported types of devices from 7 to 15 and commands from 350 to 859 in a team of 5.
- Investigated and fixed errors that caused simulated devices to fail.

### Razer, Singapore – Game Development

29 NOV 2022 - 6 JAN 2023

- Developed Plastic Hunt, a mini game for the company's collaboration with Panerai.
- Integrated a leaderboard system for the pop-up event to reward top scorers.

### Aviation Virtual, Singapore – Software Development Intern

11 MAR 2019 - 31 MAY 2019

- Built virtual reality (VR) simulations for the company's clients using Unity.
- Developed proof of concepts to determine capabilities of VR devices incompatible with their preferred libraries.
- Wrote utility scripts in Unity and Visual Basic to enhance development of an international project.

## PROJECTS

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### N30 – Final Year Project

24 JUN 2019 - 23 FEB 2020

- Led a 6-man team as a producer to develop a 3D first-person puzzle game within 9 months.
- Programmed core mechanics of the game including player controls and interactables' functionality.
- Designed and integrated UI and GUI animations.

### Maestoso – GameStart Client Project

24 APR 2018 - 31 AUG 2018

- Partaken as lead programmer in a 5-man team to build a 2D music mobile game featuring GameStart's mascot, Alyse.
- Scripted player controls, core gameplay mechanics and the scoring system.
- Implemented UI and GUI animations.

## ACHIEVEMENTS

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IMDA Gold Medal (Course Medal) Digipen Prize (Merit Award)	2020
Edusave Certificate of Academic Achievement 2020	2020
Edusave Merit Bursary 2020	2020
Edusave Skills Award 2020	2020
Director's Honour Roll (Year3)	2020
Edusave Certificate of Academic Achievement 2019	2019
Edusave Merit Bursary 2019	2019
Director's Honour Roll (Year 2)	2019
Edusave Certificate of Academic Achievement 2018	2018
Edusave Merit Bursary 2018	2018
Director's Honour Roll (Year 1)	2018
Symantec Best of Design Award	2018
National Youth Achievement Award Silver	2017
EAGLES Award 2016	2016
Edusave Scholarship 2016	2016
NUS Geography Challenge 2016 (Preliminary Bronze)	2016
Edusave Character Award 2015	2015
Edusave Scholarship 2015	2015
Edusave Character Award 2014	2014
Edusave Scholarship 2014	2014
UNSW Global English (Merit)	2013
Edusave Scholarship 2013	2013