

MIKE ONG

STUDENT

MOTIVATED AND DEDICATED RECENT GRADUATE WITH A FOUNDATION IN GAME AND MOBILE DEVELOPMENT PRINCIPLES, SUPPORTED BY HANDS-ON EXPERIENCE GAINED THROUGH COURSEWORK AND COLLABORATIVE PROJECTS. EAGER TO EXPAND SKILLS AND KNOWLEDGE IN THE IT INDUSTRY.

PROJECT

Gaming with Bare Hands / Apr 2023 — Oct 2023
Programmer, Webpage Developer

Engineered a machine learning-based hand gestures detection game using OpenCV Python, C#, Unity Engine, Mediapipe, and Tensorflow.

Café staff management system / Oct 2023 — Nov 2023
Programmer, Designer

Utilized BCE Framework to develop a café staff management system, incorporating HTML, JavaScript, and CSS

The Caved (3D game) / Sep 2023 — Oct 2023
Programmer, Designer

Designed and integrated 3D characters, weapons, and shooting patterns with Unity Engine and Mixamo.com

SKILLS

• C/C++/JAVA/PYTHON • HTML/CSS • PHOTOSHOP
• FIGMA/NOTION • GITHUB • UNITY ENGINE



CONTACT

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EDUCATION

University of Wollongong Australia
Bachelor of Computer Science
(Game and Mobile Development)
Oct 2021 — Dec 2023

Singapore Institute of Management
Diploma in Information Technology
Oct 2020 — Oct 2021

Foon Yew High School
Unified Examination Certificate (UEC)
Sijil Pelajaran Malaysia (SPM)
Jan 2014 — Dec 2019