Gregory Wong

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EXPERIENCE

INTERN, NEEURO [MAR TO JUNE 2017]
- Ideate and Implemented prototypes of new ideas
- Software Testing of application

PROGRAMMING INTERN, UDREAM ENTERTAINMENT [JAN TO MAY 2023]
- Programmed UI for Chat and Broadcast Widgets and character by character text animation
- Integrated battle history to query from database and display a list of players.
- Used: Software Dev, Go Programming, Lua Programming, JIRA, Confluence, Gitlabs, Bug fixing (server & client)

EDUCATION:

SINGAPORE POLYTECHNIC *[2018]*
- Diploma in Games Design & Development

NANYANG TECHNOLOGICAL UNIVERSITY *[PRESENT]*
- Penultimate Year Undergraduate in Computer Science
- GPA: 3.41

SKILLS:

PROFICIENT	FAMILIAR
C#, Lua, Unity Game Engine, Gitlab	Python, Java, ReactJS, CSS, SQL, Go

PROJECTS:

Personal website: https://gregory-wong-portfolio.netlify.app/ *(for more information and projects)*

DOUBLE TIME *[3D ISOMETRIC SHOOTER GAME]*
- Programmed the AI, UI, Mechanics and Misc Features of the game
- Integrated art assets such as animations, models, VFX and SFX.
- Skills: C# Programming, Unity Game Engine, Game Dev, Version Control, Working in Teams

ETERNAL NIGHT *[3D TOWER DEFENCE GAME]*
- Programmed the UI, Mechanics and Camera Features of the game
- Integrated art assets such as animations, models, and SFX.
- Skills: C# Programming, Unity Game Engine, Game Dev, Version Control, Working in Teams