

Gregory Wong

EXPERIENCE:

INTERN, NEEURO [MAR TO JUNE 2017]

Worked under the IT department helping with prototyping in Unity as well as quality assurance test of the application.

INTERN, UDREAM ENTERTAINMENT [JAN TO MAY 2023]

Collaborated with other developers to rectify bugs, add features and perform clean-up of code during the project.

EDUCATION:

SINGAPORE POLYTECHNIC [2018]

- Diploma in Games Design & Development

NANYANG TECHNOLOGICAL UNIVERSITY [PRESENT]

- Penultimate Year Undergraduate in Computer Science

SKILLS:

TECHNICAL	LIBRARIES	SOFTWARE
Go	Github	Unity
C#	Unity API	Fork
Lua	React	

PROJECTS:

DOUBLE TIME [3D ISOMETRIC SHOOTER — 2017 TO 2018]

A 3D Isometric Shooter Game for my Final Year Project. My main responsibility within the project included integrating assets as well as the various systems within the game.

GEARWORKS [2D PUZZLE — 2015 TO 2016]

A 2D Puzzle Game project made using Adobe Flash. I was responsible for the various systems in the game and its functionalities as well as the integration of any external assets required of the project