

Gregory Wong

EXPERIENCE:

INTERN, NEEURO [MAR TO JUNE 2016]

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

EDUCATION:

SINGAPORE POLYTECHNIC

- Diploma in Games Design & Development [2018]

NANYANG TECHNOLOGICAL UNIVERSITY [PRESENT]

- Y4 Undergraduate in Computer ScienceE

SKILLS:

TECHNICAL	LIBRARIES	SOFTWARE
Python	Github	Unity
C#	Unity API	
Java	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.

ETERNAL NIGHTS [3D TOWER DEFENCE — 2016 TO 2017]

A 3D Tower Defence game made using Unity. I was responsible for the AI in the game and shared responsibility in asset integration during the project.

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