

Lewis Koh

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EDUCATION

National University of Singapore

2016 – 2019

Bachelor of Computing in Computer Science

Computer Graphics and Games Focus Area / AI Focus Area

Ngee Ann Polytechnic, Singapore

2011 – 2014

Diploma in Information Technology with Merit

Modules with Distinctions: Game Design; Databases (Module Prize); Enterprise Information Systems; Computing Mathematics (Module Prize); Fundamentals for IT Professionals; and Fundamentals of Programming

PROJECTS

I Was Tasked To Defend This Place With My 2 Friends!

- Worked in a team of five to build a co-operative auto-battler for CS4350 Game Development Project
- Worked on character, enemy, stage, environmental, and overall game design and development
- The current version of the game is available for download at:
https://drive.google.com/open?id=1RNfZecDR0G00hYq49PInPPXkChQmAE_e

this.place

- Worked in a team of six to build a puzzle platformer for CS3247 Games Development
- Worked on player/camera movement, camera, user interface/input, and controller integration
- The current version of the game is available for download at:
<https://www.dropbox.com/s/z0t250hrihid7ei/this.place%20demo%20v1.4.zip?dl=0>

Animals Crossing

- Worked in a team of four to build an action puzzle game for GameCraft! 2019
- Worked on level design and implementation, as well as environmental art and design
- The game is available to try online at: <https://zy-ang.itch.io/animals-crossing>

Sticky Keys

- Worked in a team of five to build a competitive action platformer for GameCraft! 2017
- Worked on powerups/debuffs and background scrolling in C#, as well as life point tracking
- The game is available to try online at: <https://zy-ang.itch.io/sticky-keys>

ACHIEVEMENTS

- 2nd Place in GameCraft! 2019 (Animals Crossing)
- 1st Place in 15th-STePS (I Was Tasked To Defend This Place With My 2 Friends!)
- 2nd Place in 12th-STePS (this.place)
- Integrated Infocomm Scholarship (2011 – 2014, 2016 – 2019) (Polytechnic level, University level)
- Director's List (Semester 1, 2, 3 and 4) (Polytechnic level)

SKILLS

- **Programming Languages:** Java, C#, PHP, JavaScript
- **Software:** Unity, MySQL, Microsoft Office

WORKING EXPERIENCE

Company: Ngee Ann Polytechnic

Period: July - October 2014

Position held: Software Developer

Job Description: Created an application to experiment with utilizing Bluetooth LE beacons
Created a backend system for inputting student data for Graduation Showcase

Company: Cherry Credits

Period: April - July 2013

Position held: Intern (attachment programme)

Job Description: Tested and implemented web analytics software

CO-CURRICULAR ACTIVITIES

2017 – 2019 National University of Singapore

NUS Board Games President

2011 – 2012 Ngee Ann Polytechnic

Board Games Club Events Co-ordinator