

Koh Lewis

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Programming Languages: Java, C#, PHP, JavaScript, C++

Software: Unity, MySQL, Unreal Engine, Microsoft Office, Visual Studio

EDUCATION

Carnegie Mellon University, 2021

Master of Entertainment Technology (QPA 3.78 / 4.33)

National University of Singapore, 2019

Bachelor of Computing in Computer Science with Honours (Distinction) (GPA 4.26 / 5)

Computer Graphics and Games Focus Area / AI Focus Area

Ngee Ann Polytechnic, Singapore, 2014

Diploma in Information Technology with Merit

Certificates in Advanced Computing Mathematics; Business; Business Solutions Design; Web Design & Development

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 (Infocomm Media Development Authority)
 - 2011 – 2014 (Polytechnic level)
 - 2016 – 2019 (Undergraduate level)
- Director's List (Semester 1, 2, 3 and 4) (Ngee Ann Polytechnic)
- 2012 Singapore Microsoft Office Academic Skills Challenge
 - 1st Place in Microsoft Excel 2010
 - 2nd Place in Microsoft Word 2010

WORKING EXPERIENCE

Carnegie Mellon University, Building Virtual Worlds – Teaching Assistant, Fall 2021

- Coordinated and managed a team of four
- Implemented training sessions to teach students how to use equipment
- Provided support and feedback to teams for their projects
- Held retrospective sessions for student teams

Ngee Ann Polytechnic – Software Developer, Summer 2014

- Created an application to experiment with utilizing Bluetooth LE beacons
- Created a content management system for inputting student data for Graduation Showcase

Cherry Credits – Intern (attachment programme), Spring 2013

- Tested and implemented open-source web analytics software

NOTABLE PROJECTS

404 Productions – Producer/Programmer

- Built a mini-game compilation for *53605 Interdisciplinary Project I, CMU* in a team of five
- Managed the team and overall project scope and direction
- Coordinated and ran meetings with internal and external stakeholders
- Worked on quality-of-life features and overall user experience
- Try online at: chunangang.github.io/picoCTF_build/index.html

Experience Design – Programmer

- Built location-based experiences for *53613 Experience Design, CMU* in various teams
 - Utilized Phigets to create an escape room game
 - Controlled DMX lights to sync with music in a lighting showcase
 - Managed multiple screens and a Motion Floor to make a co-op CAVE experience
- Implemented mechanics, logic, and scripting of the experiences
- Juggled multiple projects concurrently, working around design and assets team members

VESP - Programmer

- Built a virtual reality experience for *53610 Interdisciplinary Project III, CMU* in a team of five
- Worked on experience logic and mechanics, and interactions utilizing VR headsets
- Utilized Zapier to automate notifications on Slack from our task list on AirTable

Building Virtual Worlds - Programmer

- In various teams, built multiple proof-of-concepts for games for *53831 BVW, CMU*
- Iterated through multiple games to experiment with different technologies
 - Used webcams and microphones to implement alternate forms of control
 - Utilized AirConsole to create a multiplayer game using players' smartphones
 - Used Photon to create a lobby system for players to connect and play together
 - Used Photon again, to create a drop-in drop-out, continuous multiplayer game
- Worked on game logic, mechanics, design, and integrating assets from team members

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

- Built a co-op auto-battler for *CS4350 Game Development Project, NUS* in a team of five
- Worked on character, enemy, stage, environmental, and overall game design & development
- Download at: drive.google.com/open?id=1RNfZecDR0G00hYq49PInPPXkChQmAe_e

this.place - Programmer

- Built a puzzle platformer for *CS3247 Games Development, NUS* in a team of five
- Worked on player/camera movement, camera, user interface/input, and controller integration
 - Download at: drive.google.com/open?id=1vY_PmFq8OV1iyXYB7VzToGy2vS60UU1o

Animals Crossing – Game Design

- Built an action-puzzle game for *GameCraft! 2019* in a team of four
- Worked on level design and implementation, as well as environmental art and design
- Try online at: zy-ang.itch.io/animals-crossing

Sticky Keys - Programmer

- Built a competitive action platformer for *GameCraft! 2017* in a team of five
- Worked on powerups/debuffs and background scrolling in C#, as well as life point tracking
- Try online at: zy-ang.itch.io/sticky-keys

CO-CURRICULAR ACTIVITIES

National University of Singapore - NUS Board Games President, 2017 – 2019

Ngee Ann Polytechnic - Board Games Club Events Co-ordinator, 2011 – 2013