



## JAMIE KONG

Singapore

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## EDUCATION

2020-2024

**DigiPen Institute of Technology  
Singapore**

Bachelor's degree of Computer Science  
Real-time Interactive Simulation

2014-2018

**Singapore Polytechnic**

Diploma in Game Design  
and Development

## ACHIEVEMENTS

2017 - 1st Place, Singapore Polytechnic  
Design School Inter-School Design  
Competition

## SKILLS

- Proficient
  - C/C++/C#
  - GLSL / HLSL
  - OpenGL / Vulkan
  - RenderDoc
  - Team leadership
  - Unreal Engine
  - Spatial partitioning
- Have experience.
  - Unity
  - Nsight Graphics
  - Embedded firmware
  - Computer components
  - Nvidia Ray-tracing
  - Android Studio

## ABOUT ME

Jamie is a multi-disciplined Graphics and Engine developer looking for exciting opportunities to bridge the gaps between technology and developers. He is Comfortable working in all aspects of game development and has a passion for creating tools that improve work and development efficiency.

## CROSS-DISCIPLINE TEAM PROJECTS

### Minute (2023)

A narrative-based hack and slash.

Technical Contributions:

- Vulkan API Graphics
  - Physically based rendering (PBR)
  - Skinned Mesh Rendering
  - Dynamic lights and shadows
  - Bindless Design
  - Multi-threaded command recording
- Particle Simulation
- Font System

### Aesir (2022)

A top-down tower defense game with modular towers.

Technical Contributions:

- Modern OpenGL 4.6 Graphics
- Resource Management
- Particle Simulation
- Font system

## WORK EXPERIENCE

### Tencent, Lightspeed Studios

*Full-time Intern (Aug 2023) – 8 months*

- Water technology research.
- Implemented modern graphics techniques.
- Profiled and optimized render passes in Unreal Engine.

### Refract Technologies

*Part-time Consultant (Oct 2022) – 2 months*

- Developed system for OTA updates to multiple devices.
- Contributed to low-level firmware development as part of a small team of senior developers.
- Played a key role in shipping firmware for the AXIS project.

*Part-time Intern (Sep 2022) – 1 month*

- Assisted with firmware migration.

### Singapore Police Force

*Human Resources (2018-2020) – 1 year 8 months*

- Automated time-consuming tasks, reducing multi-day projects to just one hour.
- Proposed and implemented solutions for large-scale event management.
- Advocated for technology solutions to increase office efficiency.