

## Technical Skills

**Languages** - C#, C++, ActionScript 2.0 & 3.0, PHP, SQL, HTML5, CSS, JavaScript, Obj-C, Java

**Tools** - Unity3D, UDK3 (Unreal), Microsoft Visual Studio, Adobe Flash, Autodesk Scaleform, SVN, TFS

## Work Experience

### Prototype Engineer

[Jul 2017 - Present]

#### Microsoft

- > Creating R&D prototypes for the HoloLens/Windows Mixed Reality
- > Understand constraints and engineer specifications to answer design and technical questions

### Mobile Game Developer

[May 2014 - Apr 2015]

#### Swag Soft LLP

- > Created application or game prototypes upon clients' requests
- > Usage of object-oriented programming to enable highly customizable applications
- > Rigorous user-testing to ensure all applications ran smoothly on devices

#### Select Projects:

##### *Philip Morris Vendor Application*

- > In charge of the project, programming the entire suite of mini-games from scratch to promote the new cigarette brand to vendors

##### *Building the Lion*

- > Participated in the brainstorming process, and developed the game prototype in collaboration with other programmers

##### *Techron Heroes*

- > Contributed to playtesting, and did bug fixes before the game was shipped

### Multimedia Programmer

[Oct 2010 - May 2013]

#### Town4Kids Pte Ltd

- > Research and development, looking for new and interactive ways to educate young children
- > Created sample educational games using Kinect for Windows, which was showcased at the ICTLT exhibition in Singapore
- > Collaborated with in-house English and Math curriculum creators to come up with novel ideas to present learning

#### Select Projects:

##### *MidiEnglish*

- > Tasked with creating a companion application for their new English syllabus targeted at preschool children
- > Brainstormed and developed all the games in the mobile application
- > Worked with in-house artists and other talents to insert interactive storybooks and songs into the collection

## Other Projects

### Producer / UI Programmer

#### *Flicycle* [DigiPen Institute of Technology]

- > Established a reliable, working timeline using Asana, in order to deliver the final project on time
- > Designed and programmed the menus and in-game UI systems
- > Worked cohesively with team members and analyzed playtest feedback to iteratively improve gameplay

## Education

### WSQ Diploma of Games Development (Game Programming)

[May 2013 - Apr 2014]

DigiPen Institute of Technology

### Bachelor of Computer Science (Multimedia & Game Development)

[Jul 2007 - Jun 2010]

University of Wollongong

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