



ANG SHENG HENG

Game Developer/Designer

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- Bukit Batok Street 31
Singapore 650369

EDUCATION

GCE O'Level

Bukit View Secondary School
2017 - 2020

Diploma in Game Development and Technology

Nanyang Polytechnic
2021 - 2024

EXPERTISE

Game Development
Game Design
Gameplay Programming
Application Engineer

LANGUAGE

English
Mandarin

Experience

- Apr 2024 - Sep 2024
2B Robotics | 131 Jurong Gateway Rd, Singapore 600131
Assistant Teacher
Completed a project that requires me to develop a 3D simulation in Unity. Water physics, Arduino development and basic Object Oriented Programming skills are some of the required skills for this project.
- Aug 2023 - Feb 2024
Twin Disc | 6 Tuas Ave 1, Singapore 639491
Application Engineer Intern
Completed a project that requires me to develop a 3D simulation in Unity. Water physics, Arduino development and basic Object Oriented Programming skills are some of the required skills for this project.
- May 2023 - Aug 2023
NTU ARISE | 61 Nanyang Drive Singapore 637335
Game Developer Intern
I was tasked to build an Augmented Reality game that required the use of the body tracking function of AR Foundation.

I also helped out in making a online survey using Qualtrics and am in-charge of using their in-build logic system to make the users' experiences much more positive and smoother.

Reference

Mr Stanley Haryoto	Mr Tan Chin Beng
Teacher in Nanyang Polytechnic	Operation Director of Twin Disc
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