



ANG SHENG HENG

Game Developer/Designer

+65 8458 1684

shenghengpf84@gmail.com

https://blank-feed.github.io/sh_website/

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
Teacher in Nanyang Polytechnic

Phone: +65 6550 1646 (Office)
Email: stanley_haryoto@nyp.edu.sg

Mr Tan Chin Beng
Operation Director of Twin Disc

Phone: +65 9152 9357
Email: Tan.ChihBeng@twindisc.com