

# Keith Chng

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🔗 <https://github.com/fruitsamurai-png>

## PROFILE

Passionate software engineer with strong backend programming skills and experience in project management and agile methodologies. Proficient in C/C++, Kotlin, React.js, Node.js, Python, AWS, and Unity. Skilled in communication with a passion for being a team player.

## EDUCATION

### **Bachelor of Science in Computer Science in Interactive Media and Game Development,**

*DigiPen Institute of Technology Singapore*

09/2020 – present

- GPA: 4.36/5

### **Diploma in Aerospace Technology,**

*Ngee Ann Polytechnic*

04/2015 – 05/2018

- GPA: 3.52/4

## TECHNICAL SKILLS

**C/C++** (Nvidia Physx, Mono C#,ENTT)

**Android Development using Kotlin**

**Unity Game Engine** (C#)

**HTML, CSS, Javascript** (React.js, Node.js)

**Python** (Pandas,sci-kit)

**AWS** (EC2/Amplify)

**Unreal Engine 5** (Blueprints, Widgets, Behavior Trees)

## SOFT SKILLS

**Communication**

**Project Management**

**Interest in helping others**

**Independent Learner**

## PROFESSIONAL EXPERIENCE

### **Teaching Assistant, DigiPen Institute of Technology Singapore**

2021 – 2023 | Singapore, Singapore

- Taught math, programming and game project modules to the current freshmen undergoing them

### **VR/AR Developer Intern,**

*Singapore Institute of Technology Immersification Lab*

05/2023 – 08/2023

- Developed in a small group to create a VR/AR application on the web.
- Using React, and Three.js in tandem with Google's MediaPipe library to create a hand-tracking library without specialized equipment.

### **Interactive Software Developer Intern, VOUSE**

08/2023 – 04/2024 | Singapore

- Collaborated in a team in developing features for a simulation in Unreal Engine 5
- Identified bugs in project and resolved them
- Worked on other projects including AR web projects

## PROJECTS

### **Iconoclasm,[group of 10, custom C++ 3D engine],**

*Role: Technical Lead*

09/2022 – present

- Keep track of progress in game engine development, task assignment to programmers, and communicating with designers to have the best engine catered to them in terms of interface and features
- Programmed and embedded C# scripting engine
- Implemented the base engine architecture using an Entity-Component System in the engine via a 3rd party library
- Implemented 3D audio system
- Helped debug and assisted other programmers

### **Canvars [group of 5, Web App using AWS Amplify]**

02/2023 – 04/2023

- Design and prototyped the layout using Figma
- Developed Single Page Application using React and Node.js
- Integrated and deployed scalable cloud database using AWS DynamoDB

### **Plag.ai.rism [Group of 7, Unity3D]**

01/2024 – 01/2024

- 3D game made for Global Game Jam SG 2024
- Programmed interactions and gameplay