

Ho Jun Hao

Software Developer

Enjoy learning emergent technologies to create visual and Interactive digital experiences.



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junhao-h.github.io/portfolio

SKILLS

Game Design and
Development

UI/UX Design

Unity

Unreal Engine

Blender

Creative

Innovative

Collaborative

LANGUAGES

English

Native or Bilingual Proficiency

Chinese

Native or Bilingual Proficiency

C

Full Professional Proficiency

C++

Full Professional Proficiency

C#

Full Professional Proficiency

HTML5

Full Professional Proficiency

CSS

Full Professional Proficiency

Javascript

Full Professional Proficiency

React

Professional Working Proficiency

WORK EXPERIENCE

Assistant Manager

Singapore Institute of Technology

09/2023 - Present

Achievements/Tasks

- Manage and Develop Virtual Campus project development using Unity and AWS.
- Develop SIT Digital Campus Memory Vault using React and Matterport SDK.
- Organize a team to explore use case of VR/AR/MR in education.

Unreal Developer & Front End Developer

Inspify

01/2023 - 04/2023

Achievements/Tasks

- Create Immersive 3D experience with Unreal Engine 5.1 and stream the experience to web browser using Pixel Streaming.
- Assume the role of a front-end developer, by Designing and developing the responsive web interface by layering the UI over the pixel stream using React.

Full stack Developer

Grow Financial

09/2022 - 12/2022

Achievements/Tasks

- Cooperate with designer to develop website using React and Tailwind CSS.

CERTIFICATES

Complete Blender Creator: Learn 3D Modelling for Beginners (11/2023)

Complete C# Unity Game Developer 3D (12/2023)

Unity Essentials Pathway

PERSONAL PROJECTS

Squish Down

- Work with a team of 3 for GMTK 2024 game jam.

Bombberman

- Mini project to learn unity's networking framework.

EDUCATION

Bachelor of Science in Computer Science and Game Design

DigiPen Institute of Technology Singapore

2023

Diploma in Electrical Engineering

Ngee Ann Polytechnic

2016