Ho Jun Hao
Software Developer

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

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in linkedin.com/in/hjh1995

○ 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 and 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.

Bomberman
- 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