**Ho Jun Hao**  
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**Profile Summary**

I am a programmer that is interested in art and design. With many opportunities designing and building games and applications. I enjoy exploring new technology and I am currently learning blender with the aim of building my own stylized game environment.

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**Core Competencies**

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| --- | --- | --- |
| * C/C++/C# | * Unreal Engine/Unity | * JavaScript/TypeScript |
| * React | * Game Design and Development | * UI/UX Design |
| * Problem Solver | * Creative | * Team player |

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**Professional/Internship Experience**

**Grow Financial – Full Stack Developer Sep 2022-**

Work with the company to design and develop, cross platform applications and responsive international websites with React. I am also learning to manage the backend database with Firebase.

**ST Engineering – Surveillance System Engineer Mar 2015-Aug 2015**

Work on the Downtown Line MRT project before launch, where I plan the full coverage of the MRT's surveillance system using CAD tools. I also oversee the cable routing, set-up and testing for the cameras and the CCTV system's back-end servers, all to ensure that the handover to SBS Transit company smoothly.

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**Project Experience**

• **UP** [3D C++ Game and Game Engine Application]

* Game Engine Programmer | Gameplay Programmer | Game Designer

• **Double Life** [HTML interactive Novel]

* Story Writer | UI/UX Programmer

• **Grav Nav** [2D C++ Game and Game Engine Application]

* Game Editor Lead Programmer | Tools Programmer

• AR Navigation app on Android using ARCore

* Unity programmer

• **Ratsaurant** [Board Game]

* Game Designer | 3D Modeller

• **Povertea** [C++ Game Application]

* Lead Game Designer | Gameplay Programmer | Sound Engineer

• **Ouch**. [C++ windows console game application]

* Lead Game Designer | Gameplay programmer

**Education**

• Bachelor of Computer Science and Game Design, Digipen Institute of Technology Singapore

* 2018-2022

• Diploma in Electrical Engineering, Ngee Ann Polytechnic

* 2012-2016

**Other Interests/Abilities**

• Robotics

• Digital Art