Wong Jun Yu, Kean

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WORK EXPERIENCE

Mixed Reality Developer, HelloHolo | Singapore   Mar 2021 – Jul 2023
- Successfully delivered bespoke mixed reality solutions that elevated client offerings and seen active usage.
- Independently handled development life cycle, providing user-focused solutions that aligned with client's goals.
- Conducted research on emerging MR technologies and trends, help ensuring HelloHolo stayed at the forefront of the industry.

SKILLS

- Proficient in C/C++ and C#, with a focus on code optimization methodologies
- Proficient in Unity and Unreal Engine, building Games and Experiences.
- Experience working with Mixed Reality Toolkit (MRTK) and Oculus VR toolkit (OVR)
- Experience using Agile tools like JIRA.

EDUCATION

Singapore Institute of Technology in collaboration with DigiPen Singapore   Aug 2023 – Apr 2027
- Bachelor of Computer Science in Interactive Media and Game Design

Nanyang Polytechnic   Apr 2018 – Apr 2021
- Diploma in Game Development and Technology

AWARDS AND ACHIEVEMENT

- Attended and complete Global Game Jam 2024

- Founded a game studio and activity working on IP

CO-CURRICULAR ACTIVITIES

Student Facilitator | Nanyang Polytechnic's Freshmen Orientation   2019 – 2020
- Led orientation activities, guiding groups of incoming students through various team building events.
- Conducted information sessions on topics such as campus resources, academic policies, and student life.
- Mentored new students, providing support and advice to help them adjust to polytechnic life.