Goh Jun Wei Shaun

hp: 8157 9506
email: sgjw@hotmail.com
portfolio: https://laperen.github.io/portfolio/

Software Competencies

➢ Unity 3D
➢ HTML/CSS/JS
➢ Audacity
➢ Unreal Engine
➢ Autodesk Maya
➢ Photoshop

Skills

➢ C# scripting
➢ Vanilla web dev
➢ Level Design
➢ Pixel Art
➢ Sound Editing
➢ 3D Modeling and texturing
➢ Basic 3D animation

Education

➢ DigiPen Institute of Technology
  • Bachelor of Arts in Game Design
  • 2013-2016
➢ Singapore Polytechnic
  • Diploma in Game Design & Development
  • 2008-2011

Work History

Springloaded Software - Indie Mobile Game Company
➢ 3 months of internship(2016)
➢ Hired as a technical engineer intern
➢ Responsibilities were to create features for the company's game engine. Worked primarily on Android related features
➢ Features include delayed notifications, and in-game screen capture.
➢ Other tasks include localization of hard-coded text, and bug-testing.

ST Engineering – Singapore Based Technology Company
➢ 3 months of intership.(2016)
➢ 2 years full time contract.(2017-2018)
➢ 2 years permanant staff.(2019-2020)
➢ Hired as a Software Engineer.
➢ Key technical officer on several Unity projects, all released unless mentioned otherwise:
➢ A training game which mimicked the control interface of military UAVs, for the purpose of training future UAV operators.
➢ A multiplayer networked VR helicopter simulator. Although this project was eventually cancelled, it gave me a wealth of experience in VR, networking, and air-simulation.
➢ Eye Tracking border control officer identification training,
  • Learnt of competing eye tracking devices, their capabilities, and use cases
  • Created a 2D Scenario format, which took note of when subject gazes at a marked area of interest.
  • Successfully implemented visualisation of heatmap and gazeplot of eye tracking data
  • Successfully implemented data-playback of eye tracking visualisations

ASTAR SIMTech – Singapore Based Research Company
➢ 1 year full time contract (2023-2024)
➢ Cross-platform multiplayer application, for managing and/or planning digital twins of industrial factories. Also capable of training staff on specific tasks like machine maintenence.
➢ Platforms include PC, web, mobile, and VR.

Notable Personal Projects

StoryNodes – Web based branching narrative tool
- ➢ Created while self-learning web development.
- ➢ Implemented using HTML, CSS, and vanilla JS.
- ➢ Branching dialogue is edited using node graph.
- ➢ Capable of building a web project, presenting the user's story as a visual novel.
- ➢ Built an importing tool for Unity to make use of a StoryNodes project in Unity.