

# Goh Jun Wei Shaun

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## 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 maintenance.
- 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.