Goh Jun Wei Shaun

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| **Software Competencies** | **Skills** | **Education** |
| * Unity 3D * HTML/CSS/JS * Audacity * Unreal Engine * Autodesk Maya * Photoshop | * C# scripting * Vanilla web dev * Level Design * Pixel Art * Sound Editing * 3D Modeling and texturing * Basic 3D animation | * 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.