

Koh Li Ren

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EDUCATION

Nanyang Polytechnic

Diploma of Game Development & Technology

Singapore, Singapore

Graduation Date: Feb 2024

WORK EXPERIENCE

Kajaani University of Applied Sciences

Game Programmer

Kajaani, Finland

Jun 2023 - Aug 2023

- Utilized Jira for efficient sprint planning, task management, and backlog management resulting in a 20% increase in team productivity.
- Developed a PC game using Unity C#, with a focus on UI programming and overall programming
- Collaborated within an agile scrum environment to successfully deliver the game on schedule, meeting all project milestones and deadlines.

Nanyang Polytechnic

Programmer

Singapore, Singapore

Mar 2023 - May 2023

- Implemented advanced physics algorithms to improve collision checking between the model's hair and body, resulting in a 30% reduction in clipping issues during motion capture.
- Collaborated with the development team to integrate Metahuman skeletons and custom-made skeletons into the game engine, enhancing character movement and animation realism by 40%.
- Integrated custom-made skeletons for Metahuman models, enhancing realism and increasing client satisfaction by 25%.

PROJECT EXPERIENCE

Nanyang Polytechnic

Independent Work Project

Singapore, Singapore

Oct 2023 - Feb 2024

- Developed a feature-rich 3D multiplayer game utilizing Unity3D engine and Photon networking framework.
- Implemented real-time multiplayer functionality, allowing players to connect and interact seamlessly in the virtual environment.
- Set up and configured a self-hosted server infrastructure using Photon, ensuring reliable game server performance and low latency for players.

SKILLS & INTERESTS

Skills: C#, C++, Python, Unity Development

Interests: Machine Learning, Chess,