

# Gerald Wong Han Feng

## Full-Stack Software Engineer

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### = ABOUT =

I am a passionate software developer who loves games! I am always eager to learn new technologies and apply them to improve the lives of others.

### = EXPERIENCE =

**Yoozoo Games** - *Senior Games Developer* - April 2020 to Present

- Involved in development of new titles.
- Part of backend server architecture planning and implementation.

**DigiPen Institute of Technology Singapore** - *Lecturer* - Sep 2018 to April 2020

- Taught Undergraduate and Continuing Education modules.
- Topics taught: C/C++, C#, Unity3D, Design Patterns, Data Structures, Games and Software Development.
- Involved in Outreach programs
- Research and development of modules.

#### Notable topics taught and researched

- Entity-Component-System motivations (*cache-misses, AoS vs SoA*) and implementations (*sparse set vs archetypical*)
- Uniform grid broad-phase collision system with optimized memory complexity for storing dynamic objects.
- Real-time simulation: fixed time step vs variable time step.

**Koei Tecmo Singapore** - *Games Programmer* - June 2013 to Sep 2018

- Full-stack feature development, localisation and servicing of games on multiple platforms (PC, PS4, XBOne, Web).
- Build and Tools Engineer for multiple projects.
- Managed communications with overseas partners.
- Led teams and trained programmers of the company.
- Part of the programmer recruitment team and outreach.

#### Notable accomplishments

- Developed automated asset generation tools and build/deployment processes.
- Platform-related features including Notification, Payment and Event/Campaign systems.

### = SKILLS =

- **Languages:** C/C++, C#, Golang, Java, PHP, Javascript, Batch, Bash, Typescript, VBS, mySQL, HTML5/CSS, Python, LUA
- **Tools and Technologies:** Visual Studios, Unity3D, Jenkins, SVN, GIT, Microsoft Office, ReactJS, nodeJS, Apache, RPGMaker, PS4 neighbourhood, XDK, Webpack
- **Languages:** English, Japanese (N3), Mandarin

## = EDUCATION =

- **DigiPen Institute of Technology**, *Bachelor of Science in Computer Science in Game Design*, September 2010 – May 2013
- **Nanyang Polytechnic**, *Diploma, Digital Entertainment Technology*, 2005 – 2008

## = Professional Projects =

**Nobunaga's Ambition: Taishi** - <http://www.koeitecmoamerica.com/taishi>

AAA franchise for Steam and PS4

- Lead programmer for localization team
- Established automated build and deployment processes.

**Gundam Heroes** - <https://g-heroes.jp/>

Locally outsourced Browser based social game development project for PC

- Lead programmer for local outsourced-team
- Developed full-stack features.
- Established automated build and deployment processes.

**Romance of the Three Kingdoms 13** - <http://www.koeitecmoamerica.com/rtk13ep>

AAA franchise for Steam, PS4 and XBOne

- In charge of XBOne port and localization.
- Established automated build and deployment processes.

**AKB48の野望 (AKB48 no Yabou)** - *service ended* - <https://www.gamecity.ne.jp/akb48/>

Web-based social game on Mobage, GREE, dGame and myGameCity

- Lead programmer.
- Developed full-stack features.
- Server maintenance and load optimization.
- Porting to different web platforms.

**のぶニヤがの野望 (Nobunyaga no Yabou)** - <https://www.gamecity.ne.jp/nobunyaga/>

Web-based social game on Mobage, NicoNico, dGame, Cayenne (Taiwan), Blue Panda (China), iOS and Android.

- Lead programmer for Taiwan and China versions of the game.
- Developed full-stack features.
- Server maintenance and load optimization.
- Porting to different web platforms.

## = Notable Personal Projects =

**Vigil** - <https://gitlab.com/momodevelop/vigil>

Ongoing Game engine written with SDL2 and OpenGL.

**Lego Allocators** - <https://gitlab.com/momodevelop/cpp-lego-allocators>

C++ Compile-time composite memory allocators based on Andreu Alexandrescu's CppCon2015 talk.