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

UDREAM Entertainment - *Senior Games Programmer* - April 2020 to Present
- Involved in servicing of online game titles.
- Involved in development of new titles.

DigiPen Institute of Technology Singapore - *Lecturer* - Sep 2018 to April 2020
- Taught Undergraduate and Continuing Education modules. Topics include C/C++, C#, Unity3D, Object Oriented Programming, Design Patterns, Data Structures, SDLC/Agile methodologies, Games and Software Development.
- Involved in Outreach programs: teaching Unity3D to high school students.

Koei Tecmo Singapore - *Games Programmer* - June 2013 to Sep 2018
- Responsible for development, localization and service of many games on multiple platforms (PC, PS4, XBOne, Web) as a full-stack engineer.
- Actively involved in pushing for CI/CD and developed tools for teams in the company, resulting in improved work efficiency.
- Experienced communicating with overseas partners in China, Taiwan and Japan.
- Led teams and mentored junior members.
- Attached to Japan for training for over a year.

SKILLS

- **Languages:** C/C++, C#, Java, PHP, Javascript, Batch, Bash, Typescript, VBS, mySQL, Golang, HTML5/CSS, Python
- **Environments:** Linux and Windows-based environments
- **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

PROJECTS

Nobunaga's Ambition: Taishi - http://www.koeitecmoamerica.com/taishi
English localization project for Steam and PS4

- Co-led team with other seniors, allocating tasks, mentored juniors and maintained code standards.
- Liaised with japanese co-workers to establish a work pipeline.
- Introduced CI/CD servers to increase productivity within the team.
- Developed features.

Gundam Heroes - https://g-heroes.jp/
Browser based social game development project for PC

- Co-led team with other seniors, allocating tasks, mentored juniors and maintained code standards.
- Involved in discussions with japanese co-workers regarding task estimates, scheduling and specifications.
- Developed features for both backend and frontend.

Romance of the Three Kingdoms 13 - http://www.koeitecmoamerica.com/rtk13ep
English and Korean localization for Steam, PS4 and XBOne

- Led team in Korean localization.
- Introduced CI/CD servers to increase productivity within the team.
- Developed features.

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.
- Worked in Japan.
- Developed features for back-end and front-end, maintained servers, managed maintenance schedules and fixed bugs.

のぶニャがの野望 (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 features for back-end and front-end, maintained servers, managed maintenance schedules, fixed bugs and localization.