

Joel Ong

Software Engineer Intern

👤 Profile

Aspiring programmer with theoretical, practical and real-life experience working in developing and deploying applications. Able to effectively self-manage during independent projects, as well as collaborate as part of a productive team. Always seeking improvement and knowledge, ready to crunch and do all it takes to go beyond the requirements.

📁 Employment History

Software Engineer - Intern

June 2015 — August 2015

- Worked on a **3D desktop application** using **Unity3D** to showcase models in different fashion of clothing in a room, where user will be able to add/modify/decorate the models and the rooms.
- Worked on a fitness desktop game application using **Kinect and Unity3D Engine**, targeted for the elderly to promote exercising.

🎓 Education

BS in Computer Science Real-Time Interactive Simulation, Digipen Institute of Technology

September 2018 — September 2022

- Studied Advance C++ and Advance Data Structure and Algorithms
- Built 2D and 3D C++ game engine and applications from scratch

Diploma in Game Development & Technology, Nanyang Polytechnic

March 2013 — March 2016

- Studied Basic and Immediate C++, Data Structure and Algorithms
- Built 2D and 3D C++ game application from scratch and using commercial engine

📁 Selected Projects

IMDA Open Innovation Platform Project - Mobile App Project

May 2020 — June 2020

- Develop a mobile application to create a platform for different shop owners to cross promote each other products. Participated as the Lead Programmer.
- Built using Android Studio with Java, XML, Firebase Real-time Database.

Details

92340663

joeljoel3011@gmail.com

Links

[Linkedin](#)

[Github](#)

Skills

CSS

HTML

C++

Python

Java

Unity