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I'm a game/software developer with ample experience in both using an engine like Unity, and developing an engine from scratch. I love cars, tinkering with RC electronics and bowling.

EXPERIENCE

VR Developer for Sairento VR

Mixed Realms

April 2017 - July 2017

Worked on Sairento VR in the Unity engine and worked independently on completely new weapon mechanics that were extremely popular in the gaming community. My short time with them was between my graduation from polytechnic, till I enlisted for National Service.

Game Programmer Intern

InfinitySG

September 2016 - October 2016

Internship program while I was in polytechnic. Worked directly on an in-house built framework, and mainly focused on C++ development, where I coded basic finite state machine typed AI.

SIDE PROJECTS

Touge Shakai

March 2022 - Present

Development of a racing game focused on 90s Japanese car culture with a team of 2 programmers. Successful Kickstarter project that is on its way to release on Steam.



Initial Unity

September 2020 - March 2022

Co-developed a fan-made racing game while I was studying in University, which has a decently large player base of thousands of players, and featured in many YouTube videos.

EDUCATION

Bachelor's Degree: Computer Science in Real-Time Interactive Simulations

Digipen Institute of Technology Singapore

2019 - 2023

Diploma: Game Development and Technology

Nanyang Polytechnic

2014 - 2017

SKILLS

C++

7 years

C#

4 years

Unity

4 years

Visual

Studio

7 years