

Soh Shing Hao

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EDUCATION

Nanyang Technological University, Singapore

2021 – 2024

Bachelor of Engineering in Computer Science

- Object Oriented Programming, Data Structures & Algorithms, Artificial Intelligence

Temasek Polytechnic

2016 - 2019

Diploma with Merit, Game Design & Development

- Unity Development, UiUx Design Principles, Game Production and Publication

WORK EXPERIENCE

Serl.io (Start-up)

May 22 – Nov 22

Software Developer | C#, Unity, AngularJS, HTML/CSS, Product demonstration

- Developed multiple Mixed Reality applications (Microsoft Hololens 2) with C# and Unity
- Worked on a web client application with AngularJS and HTML/CSS
- Demonstrated the effectiveness of integrating Mixed-Reality solutions into clients' company workflows through conducting regular product demonstrations and engagements.
- Exhibited at Semicon 2022 Penang where I acquired new international business opportunities

GSafety Technology Pte Ltd

Feb 19 – May 19

Software Engineer Internship | C#, Unity, JavaScript, HTML/CSS

- Developed a proof-of-concept application to be used for business proposal with C# and Unity
- Developed a proof-of-concept web prototype with JavaScript and HTML/CSS
- Explored ways to improve existing 3d modelling solutions using photogrammetry technology

PROJECTS

Personal Portfolio (www.sohshinghao.com)

- Built with ReactJS, NextJS and TailwindCSS

FindR – Price Comparison Web Application (team of 5)

Sep 22 – Nov 22

- Built the front-end of the application with ReactJS and CSS

Lion City – City Building Game (team of 5)

Jul 18 – Nov 18

- Designed & developed a city-building game to increase awareness on the Total Defense pillars
- Awarded the Lee Hsien Loong Smart Nation Award 2019
- SAF/MINDEF PRIDE Symposium 2018 Award Finalist
- Temasek Polytechnic InfoTech Day 2019 1st Runner up
- Mentioned by Senior Minister of State for Defense at Committee of Supply Debate

Breakout Monkey – Endless Runner Game (team of 3)

Jul 18 – Nov 18

- Designed, developed & published a mobile endless runner game for android with C# and Unity

SKILLS

Languages: C++, C#, JavaScript, Python, Java

Web Dev: ReactJS, NextJS, TailwindCSS, HTML5, CSS3,

Tools: Unity Engine, Figma, Adobe Photoshop