Soh Shing Hao





EDUCATION

Nanyang Technological University, Singapore Bachelor of Engineering (Computer Science)

2021 - 2025 (Expected)

2016 - 2019

Data Structures & Algorithms, Data Science & Machine Learning, Computer Architecture

Temasek Polytechnic

Diploma with Merit, Game Design & Development

- Distinction in Game Design, Problem Solving & Programming, Computing Mathematics 2, 3D Game
 Texturing Lighting & Animation, Game Production & Publishing
- Received TP Fujitsu & TP Microsoft Scholarships
- Participated in an exchange program with Hanoi University of Science & Technology to create mobile application prototypes for Dignity Mama Singapore and a Pottery village in Hanoi

WORK EXPERIENCE

GSafety Technology Pte Ltd

Feb 19 - May 19

Software Developer Internship

- Developed a proof-of-concept 3D application with Unity Engine
- Developed a proof-of-concept web navigation prototype using JavaScript & OpenStreetMap
- Proof-of-concept prototypes were used as demo for business proposals

Kumamoto National Institute of Technology Student Internship

Nov 18 – Jan 19

- Assisted Students' undergra
 - Assisted Students' undergraduate project on creating real time display of brain activity while listening to high resolution music
- Created 2D animations in Photoshop to provide visual representations for project data
- Participated in University's English-Speaking Society to help Japanese students improve their English

PROJECTS

Sleep Data Analysis & Machine Learning

Apr 22

- Python Pandas, Scikit-learn, NumPy, Seaborn, Matplotlib
- Analysis how sleep quality is affected by factors such as time to bed, lifestyle & sleep cycle

Lion City (MINDEF)

Jul 18 - Nov 18

- Collaborated with team of 5 to design & develop a city-building game that aims to educate Singaporeans on the Total Defence pillars
- Awarded the Lee Hsien Loong Smart Nation Award 2019

Breakout Monkey

Oct 17 - Feb 18

• Collaborated with team of 3 to design, develop & publish a mobile endless runner game

SKILLS

Programming Languages: C, Python, HTML, CSS, JavaScript

Tools: Adobe Photoshop, Unity Game Engine