

# Soh Shing Hao

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**Availability: Jan 2024 – Jul 2024 (7 months)**

**Expected Graduation Date: December 2024**

## EDUCATION

**Nanyang Technological University, Singapore**

**Aug 2021 – Dec 2024**

Bachelor of Engineering in Computer Science

- Object Oriented Programming, Data Structures & Algorithms, Data Science & AI

**Temasek Polytechnic**

**Apr 2016 – Apr 2019**

Diploma with Merit, Game Design & Development

- Unity Development, UI/UX Design Principles, Game Design and Production,

## WORK EXPERIENCE

**Serl.io**

**May 2022 – Nov 2022**

**Software Developer | C#, Unity, AngularJS, HTML/CSS, Presentation**

- Developed multiple end-to-end **Mixed Reality applications** for Microsoft HoloLens 2 with Unity C# in collaboration with stakeholders, that were deployed in schools, events, museum, and government agencies, resulting in positive feedback and increased engagement from users
- Implemented front-end of MRX, Serlio's flagship web client published on Windows Store with AngularJS
- Conducted regular product demos and presentations to demonstrate effectiveness of integrating Mixed-Reality solutions into clients' company workflow
- Exhibited at SEMICON 2022 Penang, acquiring new business leads from international clients

**GSafety Technology Pte Ltd**

**Feb 2019 – May 2019**

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

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

## PROJECTS

**Personal Portfolio ([www.sohshinghao.com](http://www.sohshinghao.com))**

- Designed & built a responsive portfolio with Figma, TypeScript, ReactJS, Next.JS, TailwindCSS

**Where to Binge | React, Next.JS, TailwindCSS, Django, PostgreSQL**

**2023**

- Created a web application for users to search for movie/tv show stream providers using TMDB API
- Implemented features like view movie/show details, top 10 trends of the week, user authentication, watch list

**FindR – Price Comparison Web App | React, Django, PostgreSQL**

**2022**

- Built a full-stack web application for comparing prices of searched item across various ecommerce platforms
- Implemented features like filter, pagination, authentication, wish list, add friends, in team of 2
- Designed a user-friendly UI/UX using Adobe Photoshop
- Conceptualised the application architecture using UML diagrams and use-case models

**Lion City – City Building Mobile Game | Unity C#, Photoshop, Autodesk Maya**

**2018**

- Designed & developed a 3D city-building (sim-city) game to increase awareness on Total Defence
- Awarded the **Lee Hsien Loong Smart Nation Award 2019** & SAF PRIDE Symposium 2018 Award Finalist

**Breakout Monkey – Endless Runner Game | Unity C#, Photoshop**

**2018**

- Developed & published a 2D mobile endless runner game for android with Unity C#

## SKILLS

**Languages:** C++, JavaScript, TypeScript, Python, Java, C#, SQL

**Web:** ReactJS, Next.JS, TailwindCSS, HTML, CSS, SCSS, PostgreSQL, Django

**Tools:** Git, AWS, Figma, Adobe Photoshop, Unity Engine

## AWARDS

**Lee Hsien Loong Smart Nation Award – Awarded for Lion City**

**2019**