

Availability: May 23 – July 23 | Aug 23 – Dec 23

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, Algorithm Design

Temasek Polytechnic

2016 - 2019

Diploma with Merit, Game Design & Development

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

WORK EXPERIENCE

Serl.io (Start-up)

May 22 – Nov 22

Software Developer | C#, Unity, AngularJS, HTML/SCSS, Communication

- Developed multiple Mixed Reality applications (Microsoft HoloLens 2) in collaboration with clients including government agencies and educational institutes, using C# and Unity
- Implemented new interface for Serlio's main web application with AngularJS & HTML/SCSS
- Presented and regularly conducted product demo to demonstrate effectiveness of integrating Mixed-Reality solutions into clients' company workflow
- 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 with photogrammetry technology

PROJECTS

Personal Portfolio (www.sohshinghao.com)

- Built a responsive portfolio with ReactJS, NextJS and TailwindCSS

Pathfinding Simulation – Multi-Disciplinary Project

Jan 23 – Mar 23

- Built a robot pathfinding simulation using Python for visualising navigation of autonomous robot

FindR – Price Comparison Web Application (team of 5)

Sep 22 – Nov 22

- Built the interactive front-end with ReactJS and CSS
- Designed a user-friendly UI/UX using Adobe Photoshop
- Conceptualised the application architecture using UML diagrams and use-case models

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 & TP InfoTech Day 2019 1st Runner up

Breakout Monkey – Endless Runner Game (team of 3)

Oct 17 – Feb 18

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

SKILLS

Languages: C++, JavaScript, Python, SQL

Web Dev: ReactJS, TailwindCSS, HTML, CSS, NodeJS

Tools: Git, Unity Engine, Figma, Adobe Photoshop