ONG SWEE SENG
Game Programmer / Designer

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💼 EXPERIENCES

Excellent Product, 2012 - 2017
Customer Service

Assist customer in finding the items that they want.
Other than customer service, I also multi-task as a warehouse
keeper, cashier, tech support and preparation of goods for delivery

VizioFly, 2017
Programmer

Mainly in-charge of creating applications for HTC Vive, Samsung Gear
and Google Daydream platforms.
On the side, I was also responsible for the creation of android plugins for Unity.

Quality Coin, 2019 - 2020
Online Sales Manager

Responsible for coordination of communication, sales and delivery of goods.
Also in-charge of managing the online sales platform.

🎓 EDUCATION

Regent Secondary School, 2010 - 2013
Graduated with an O Level Certification

Nanyang Polytechnic, 2014 - 2017
Graduated with a diploma in Game Development & Technology

📁 PROJECTS

Nemesis Perspective, 2016
Artificial Intelligence Programmer

Responsible for the artificial intelligence(AI) of the hero character.
The first ever virtual reality(VR) Indie Pitch Winner.

Montblanc Timewalker Prix, 2017
Programmer

Mainly responsible for the user interface and social media integration
(Facebook, Instagram).

Unilever AR Experience, 2019
Programmer

Responsible for game logic, interaction, transition and integration of art assets.

✏️ SKILLS

Programming Language
- C++
- C#
- Java
- JavaScript
- Batch
- HTML
- CSS

Software
- Visual Studio
- Visual Studio Code
- Android Studio
- Unity3D Game Engine
- Cocos2dx
- Photoshop
- CorelDraw

Platforms
- Windows
- Android
- IOS

XR
- HTC Vive
- Samsung Gear VR
- Google Daydream
- Unity AR Foundation
- Leap Motion

Version Control
- Github
- SourceTree
- SmartGit

文A LANGUAGE

English

Chinese

🏅 AWARDS

Eagles Awards, 2013

NYP Star Awards, 2016

PlayStation® Development, 2017