





# ONG SWEE SENG

Programmer / Engineer / DevOps

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## EXPERIENCES

### VizioFly, 2017

Programmer

- Primarily responsible for developing applications for HTC Vive, Samsung Gear, and Google Daydream platforms.
- Contributed to the creation of Android plugins for Unity to enhance functionality.

### Quality Coin, 2019 - 2020

Online Sales Manager

- Oversaw communication, sales coordination, and delivery of goods.
- Managed and maintained online sales platform to drive digital revenue growth.

### ASE Singapore Pte Ltd, 2020 - 2023

Assistant IT Programmer

- Managed the development, implementation, and ongoing maintenance of in-house applications that utilizes both .NET framework and .NET.

### ST Engineering Info-Security, 2023 - Ongoing

Professional Service Engineer

- Responsible for deployment and maintenance of Data Diode and its derivative products to ensure a secure, one-way data transfer in high-security products.
- Liaised with customers to understand requirement, provide support and ensure solutions that aligns with their specific needs and expectations.
- Provided on-boarding and training for internal teams and external clients.
- Setting up of Virtual Machines for testing and demonstration purpose.



## EDUCATION

### Nanyang Polytechnic, 2014 - 2017

- Game Development & Technology (Graduated)

### Singapore University of Social Sciences, 2021 - 2024

- BSc Information and Communication Technology (Graduated)

### Singapore University of Social Sciences, 2025 - Ongoing

- Bsc (Hons) Information and Communication Technology (In Progress)



## PROJECTS

### Nemesis Perspective, 2016

Artificial Intelligence Programmer

- Developed the artificial intelligence (AI) for the hero character using decision-based logic.
- Achieved recognition as the first-ever Virtual Reality (VR) Indie Pitch Winner.

### Montblanc Timewalker Prix, 2017

Programmer

- Primarily responsible for designing and implementing the user interface and integrating social media platforms, including Facebook and Instagram.

### Unilever AR Experience, 2019

Programmer

- Took the lead in designing and implementing the core logic, including mechanisms that drive player interactions and overall experience.
- Managed the seamless transitions between different game states.
- In-charge of integrating the art assets.

### AGV, 2020 - 2023

IT Assistant Programmer

- Integration of Vendor and Internal systems
- Created Android Application that allowed production personnel to control AGVs.

### Mobile Scanner, 2020 - 2023

IT Assistant Programmer

- Responsible for developing, integrating, and maintaining mobile scanners for both Windows Mobile and Android platforms, supporting various departments

### Data Diode and Derivative Products, 2023 - Ongoing

Professional Service Engineer

- Responsible for installation and deploying of Data Diode and its derivative products in secure environment, ensuring that sensitive data only flow one direction only.
- Diagnose and resolve of any issues related to Data Diode and its derivative products.
- Provide guidance on best practices for integration of Data Diode to existing systems.



## SKILLS

### Programming Language(s)

- C++
- C#
- Java
- JavaScript
- Bash
- HTML / CSS
- Python (Apache Spark)

### Development Environment and IDEs

- Visual Studio (2005 - 2022)
- Visual Studio Code
- Android Studio
- Unity3D Game Engine

### Platforms

- Windows / Windows Mobile
- Android
- iOS
- Linux

### VR / AR

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

### Virtualization

- VirtualBox
- Vmware
- ESXI

### Version Control

- GitHub
- SourceTree
- SmartGit
- TortoiseGit

### CI/CD

- Ansible
- Jenkins
- Terraform
- Docker

### Protocols

- SMB / SAMBA
- SFTP
- HTTP / HTTPS
- SMTP
- TCP / UDP
- Web Services (SOAP, ASMX, RESTful APIs)

### Design and Creative Tools

- Photoshop
- CorelDraw



## LANGUAGE

English

Chinese



## RECOGNITION

Eagles Awards, 2013

NYP Star Awards, 2016

PlayStation® Development, 2017

ITIL Foundation, 2022

Red Hat (RH124) Attendance, 2022

CCNA Attendance, 2024