



THEON TEO

SOFTWARE ENGINEER

PROFILE

Hi! I'm currently a Computer Science Undergraduate in DigiPen Singapore, pursuing software engineering with a focus in front-end development.

SKILLS

Coding Languages

C/C++, JavaScript, HTML, CSS, GLSL

Libraries

ImGui / OpenGL / Qt / three.js

Frameworks/Systems

React, Visual Studio, Visual Code, Github

Commercial Engines

Unity/Unreal

PROJECTS

SIMPLE. 3D C++ Engine

Graphics | Tools | Editor | Technical Art
Utilized: C++ , C# , OpenGL , GLSL , GitHub

Real-Time interactive 3D React Websites

Frontend | personal project
Utilized: React , three.js , html , CSS ,
Javascript , Netlify , Github

Multiplayer UDP C++ Engine

Networking | Rendering
Utilized: C++ , Winsock , OpenGL , GLSL ,
Github

Photo Selector Software Application

Editor | Application | personal project
Utilized: C++ , Qt

CAREER SUMMARY

Training Specialist

MasterReign | 2018 to 2019

- Taught coding, media and game development related programmes to primary and secondary students.
- Utilized various software such as hopscotch and scratch to promote computational thinking.

Environment Artist

Innervative | Mar 2016 to Apr 2016

- Developed art assets for clients
- Lighting and Scene Assembly

EDUCATIONAL TRAINING

Digipen Singapore

BS in Computer Science in Real-Time Interactive Simulation | 2019 to 2023

Singapore Polytechnic

Diploma In Game Design and Development |
2014 to 2016

AWARDS

Digipen Awards 2020

Best Tech

Singapore Game Creation Competition

2011/2012

Runner Up

HOW TO REACH ME

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