



# 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  
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 | Aug. 2016 to April 2020

- 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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