

THEON TEO

SOFTWARE ENGINEER



EXPERIENCES

2018 - 2019

MasterReign / CoderPassion *Training specialist*

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.

PROJECTS

Personal website: theonteo.com

SIMPLE. 3D C++ Engine *Graphics / Tools / Editor / Technical Art*

A proprietary 3D engine in development for game projects. Spearheaded graphics pipeline and editor. Created tools such as procedural mesh placement and group batching.

Utilised: C++, C#, OpenGL, GLSL, Github

Multiplayer UDP C++ Engine *Networking / Rendering*

A networking project that involves multiple clients sending data to each other through localhost and LAN network. In charge of base engine and initial networking setup.

Utilised: C++, Winsock, OpenGL, GLSL, Github

Real-Time interactive 3D React Website *Rendering / Frontend*

A personal project to experiment with interactive camera and 3D rendering for desktop and mobile devices, capable of Html elements running on top of 3D backgrounds.

Utilised: React, threeJS, html, CSS, Javascript, Netlify, Github

ABOUT ME

I'm **Theon**,

Currently a Computer Science Undergraduate in DigiPen Singapore.

With my roots in game development, I am currently pursuing software engineering with a focus in front-end development. My interests are in Front-End Graphics Rendering, Technical Art and Full-stack development.

EDUCATION

2019-2023

Digipen Singapore *BS in Computer Science in Real-Time Interactive Simulation*

2014-2016

Singapore Polytechnic *Diploma In Game Design and Development*

SKILLS

Proficient

C / C++

React

OpenGL

Familiar

C#

HTML / CSS / Javascript

Three.js

Unity / Unreal

AWARDS

Digipen Awards 2020 *Best Tech*

Singapore Game Creation Competition **2011/2012** *Runner Up*

CONTACT

LinkedIn

<https://www.linkedin.com/in/theon-teo-80a906101/>

Email

theonteo96@gmail.com

Website

theonteo.com

VIEW MORE AT:

[THEONTEO.COM](http://theonteo.com)