

VINAYAK TEOH

Experienced Unity3D developer with 8+ years in crafting & coordinating diverse projects that meet stringent demands.

Relevant Experience

Project Coordinator • **SEGA Co, Japan** • Oct 2024 – Now

Senior Software Engineer • Jul 2023 – Aug 2024

- Led development & localization of the UFO CATCHER games for North American & Commonwealth Southeast Asian markets.
- Adapted **game rules, logic, UI**, and translating content from Japanese to English based on market needs.
- **Managed a team of 5** for content creation, task coordination, quality assurance, and market research to align localization with regional trends.
- Designed & developed a **Unity3D**-based content authoring tool & proprietary encrypted archive format, enhancing content integration workflows.
- Led **UI development** & introduced add-on content support for upcoming UFO CATCHER games for customised player experiences.
- Automated performance monitoring with **Power BI** & improved game-to-game network reliability.
- Implemented digital & cashless payment systems to current UFO CATCHER games, providing choice of payment methods for players.
- **Additional:** Enhanced game stability & UFO CATCHER internal software's responsiveness & usability.

Project Officer • **Nanyang Technological University, Singapore** • Aug 2017 – Jun 2022

- Created **EMS3D: Respond & Rescue** training simulator for the Virtual Singapore initiative in **Unity3D**. Developed in collaboration with various government departments & designed to train emergency services technicians.
- Created VR Classroom in **Unity3D**, a **VR**-based chemistry lecture tool for Oculus Quest. Improving collaborative learning in a virtual environment.
- Created subject-targeted educational games for various faculties in **Unity3D** & resulted in learning improvements among students weak in those subjects.
- Led cross-team coordination to meet project goals.
- Created lesson plans for **AR** courses & delivered lectures.
- Managed project documentation.

Software Engineer • **Manulife, Malaysia** • Nov 2015 – Jun 2017

- Assisted in the development of a gamified toy companion app (**C#, WPF**) that teaches children personal finance & savings.
- Developed UI for a proposed former-focused digital insurance product in **React**.
- Designed & developed a knowledge-sharing game for colleagues, improving learning speed & work efficiency.

Game Developer Intern • **PlayWest, UK** • May 2015 – Jul 2015

- Simulated the 1,014 km/h Bloodhound SSC in **Unity3D** and produced a **VR** simulation showcased at an event for an immersive supersonic driving experience.
- Developed gameplay mechanics for the 64-player local multiplayer party game Kachiku64 from concept to release in **Unity3D**.

Web Developer Intern • **Intl Water Security Network, UK** • Oct 2014 – Dec 2014

- Designed & implemented a database & backend API, enabling real-time integration of water usage data from radio volumetric water meter readers.
- Managed large-scale live data processing to provide actionable insights & enhance user engagement.
- Collaborated closely with a multidisciplinary team to deliver an impactful solution.

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Skills

Programming Languages

C#, C++, JavaScript, TypeScript, HTML, CSS, PHP

Libraries & Frameworks

Unity3D, Unreal Engine 4, AR Foundation, AR Kit, .NET, React, Next.js, Node.js

Tools & Platforms

Git, GitHub, GitLab, Visual Studio, VR/AR, Android Photoshop, Figma, Blender

Selected Projects

EMS3D: Respond & Rescue

A Virtual Singapore smart city initiative project for training Singapore's emergency services operators & technicians.

La Petite Fee Cosmo

An educational game designed to help students understand computer science concepts like data structures.

veekay7.github.io

A personal website built with Next.js, React, and hosted on GitHub Pages.

Education

NAIST, Japan

MEng in Information Science with focus on VR, AR and AI.

UWE Bristol, UK

BSc in Games Technology. Graduated with First Class Honours. Deans Award for Academic Excellence (2013/2014).

TARCollege, Malaysia

Diploma in Interactive Software Technology.

Languages

English, Mandarin, Japanese, Malay, Hokkien, Cantonese