



EDWIN ONG

CONTACT

☎ 014-2400-182

✉ edwin.y.ong@icloud.com

📍 Tg. Bungah, Penang.

About

I began coding on an Apple IIe in '84. Taught YMCA adult coding in Junior High. I'm a programmer passionate about Children's Learning, Edutainment, and AGI, with a focus on Psychology and Neuroscience. Myers-Briggs: INTJ.

Education

I earned a Bachelors in Electrical Engineering from the University of Kentucky, with minors in Computer Science and Math. During my studies, I engaged with elementary students through a teacher-student exchange program and collaborated with high school students in US bridge building contests alongside a civil engineering friend.

GHL (1995-1997)

- As a System Engineer, I designed, set up, and resolved server and network issues for GHL's clients. As a Sales Engineer, I consistently exceeded a \$60K monthly quota and secured contracts with notable clients like Petronas fertilizer and others.

PROCYON NETWORKS (1995-1997)

- Established my first sole proprietorship, offering networking solutions, PC sales, and hardware accessories. Created the Universal Guide, a web-based knowledge directory for kids. Also developed MudTerm, a PC game client for text-based adventures and role-playing games, benefiting kids and those with hearing impairment.

DIGITAL ISLAND (1998-1999)

- Served as Chief Programmer, innovating a kids' social website with multimedia apps and educational PC and internet products.

CYBERACE TECHNOLOGIES (1999-2000)

- Headhunted to Singapore, where I oversaw company operations, offering IT consultation and education solutions to schools and the education sector.

VZOTS SOFTWARE (2001-2006)

- Founded a software company in Penang after managing IT in Singapore. Delivered tailored business solutions, including accounting, inventory, and management software for various sectors. Achieved over \$130K revenue in the first year.

PIXERIES (2006-2010)

- Pioneered a realistic Virtual Book Multimedia project pre-iPhone/iPad era. Earned the prestigious MSC Preseed fund in 2007 and MSC Status Company recognition in 2008.

N-TH GAME (2010-2012)

- Assisted in establishing a computer game company for a friend.

AGI RESEARCH (2010-2015)

- Self-funded AGI research venture, ongoing project.

CAREGIVER (2016-2022)

- Provided dedicated care for father and aunt with dementia until their 2022 passings. An incredibly difficult and challenging period for me.

GIG WORK (OCT 2022-APR 2023)

- Engaged in gig work: school bus driving, parcel delivery, and e-hailing as a Grab driver (April 2023-now), starting anew. Concurrently, persisted in personal projects.

FORWARD SCHOOL (APRIL 2023-NOW)

- Teaching high school students computer programming for Forward School as part of the Digitech program organized by PMP.