

EDWIN AW JIA HAO

+1(412)608-8157
jiahaoaw@gmail.com
www.findedwin.com

Education

Carnegie Mellon University, Entertainment Technology Center, Pittsburgh **Aug 13-Dec 14**
Master of Entertainment Technology

National University of Singapore, Singapore **Aug 10-May 13**
Bachelor of Computing (Honors)

Nanyang Polytechnic, Singapore **Aug 05-Feb 08**
Diploma in Digital Entertainment Technology

Experience

Republic of Singapore Armed Forces, Singapore **Aug 08-Aug 10**
National Service – Platoon Commander

- Planned, scheduled and executed military training for a platoon of 50 conscript soldiers
- Organized multiple team building and cohesion activities for a company of 112 soldiers
- Supervised a team of 5 junior officers to execute 1 overseas training exercise

Mechmaster Pte Ltd, Singapore **Feb 08-Aug 08**
Assistant Manager - IT

- Co-managed team of 4 technical staff in maintaining hardware and software
- In charge of identifying, purchasing and licensing popular and profitable video games
- Co-planned and executed 2 competitions involving a total of 32 amateur teams

Projects

PicoCTF 2014 Hacking Competition, Carnegie Mellon University **Jan 14-May 14**
Producer

- PicoCTF is a national high school hacking web competition designed to pique student interest in the computer sciences
- In charge of personnel and client management, conceptualization and production, using Scrum development model
- To be shipped to an estimated 12,000 users in November 2014

Building Virtual Worlds, Carnegie Mellon University **Aug 13-Dec 13**
Producer/Programmer

- Developed 5 short virtual worlds over 2 week periods with platform constraints, and in small teams of 5
- Gained experience with project management/scheduling, game idea conceptualization and rapid prototyping
- Implemented the Oculus Rift, Microsoft Kinect, PlayStation Move, Makey-Makey/Phidgets as input devices

Garden Of Eden, National University of Singapore **Jan 13-May 13**
Project Lead/Programmer

- Massive multiplayer online game demo designed to research theories in undergraduate dissertation with team of 5
- Researched the feasibility of next generation technology called Gamelets
- Core focus on real-time distributed rendering for multiplayer mobile phone games and project management

Top Gunner, Nanyang Polytechnic **Dec 07-Feb 08**
Project Lead/Programmer

- Game developed for Singapore Navy Open House 2008
- Short 2 minute shooter game, making use of Gyro-mouse implanted in a .5 Browning machine gun
- Emphasis on project scheduling, game conceptualization with client, project management and scheduling
- Finalist Crowbar Awards 08 (Interactive)

Skills

General
Project Management, Scheduling,
Budgeting, Personnel Management
Team Building, Game Design,
Software Engineering,
Computer Graphics

Technical
Microsoft Office, Microsoft Project,
Perforce/ Tortoise SVN, C, C++, C#,
OpenGL/DirectX, Java, Ogre3D,
Unity

Languages

Fluent in English, Mandarin
Conversational Japanese

Hobbies

Soccer, Kickboxing, Video gaming,
Trading card games, Traveling.