Mingxun Chong

412-608-8149 | mingxun.chong@gmail.com | www.mingxunc.com

Objective

Attain a gameplay programming position in the entertainment industry.

Education

Carnegie Mellon University – Entertainment Technology Center   Aug 13 – Dec 14
- Masters of Entertainment Technology

National University of Singapore – School of Computing   Aug 09 – May 13
- Bachelors of Computing (Honors) - Specializing in Game Programming
- Cumulative Average Point: 4.7 / 5.0

Skills

Programming Languages
- C, C++, C-Sharp, Lua, GLSL, Java, Html, Php, Action Script

Engines/SDKs
- Microsoft Kinect, PlayStation Move, Oculus Rift, Leap Motion
- Unity, Ogre3D, OpenGL, CUDA

Fluent Languages
- English, Mandarin, Hokkien

Hobbies
- Pole-Vaulting, Video Games, Trading Card Games, Sports

Academic Projects

Slot Car Island (Sold to EA OCCO) – Lead Programmer   Jan 14 – Apr 14
- Worked alongside a team of seven in the creation of a new IP for Electronic Arts (EA)
- Developed a Connected TV Slot Car Game on an experimental platform
- Programming jobs focused on Car Physics, Object Physics & Gameplay Mechanics that involve 3D Math
- Game prototype was eventually bought by EA

Building Virtual Worlds – Programmer   Aug 13 – Dec 13
- Collaborated with teams to build five interactive worlds in fortnightly rotations
- Programming jobs focused on Physics, AI, Input & Gameplay Mechanics that involve 3D Math
- Often helped fellow programmers debug and streamline their code

Distributed Cloud System for Multiplayer Online Games – Garden of Eden   Jan 13 – May 13
- In charge of AI elements in this survival based MMO game
- Handled Gamelet network communication for distributed rendering in back-end technical system

Awards / Achievements

IDA Medal and Prize – National University of Singapore   Aug 09 – May 13
- Awarded to the top student in the Bachelor of Computing (Communications and Media) Program

Dean's List – National University of Singapore   Aug 09 – May 13
- Received Dean's List awards in four different semesters

National Athlete (Athletics) – Singapore   Jan 05 – May 13
- Represented Singapore in a variety of international competitions in the Pole Vault event

Work Experience

Schell Games – Game Engineering Intern   Jun 14 – Aug 14
- Assisted World of Lionel, Lexica & Stripes teams
- Tasks include the creation of tools, feature testing and bug fixing

Republic of Singapore Armed Forces – Administration Supervisor   Apr 07 – Feb 09
- Achieved a 100% error free result in several HR-Audit checks
- Awarded the Top Trainee & Best Knowledge in the Manpower Ops Course
- Received the Outstanding Award in performance & conduct in the Certificate of Service