

Lewis Koh

Programmer - Singapore

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EDUCATION

Carnegie Mellon University, Entertainment Technology Center USA Dec 2021 (expected)
Masters in Entertainment Technology

National University of Singapore 2016 – 2019
Bachelor of Computing in Computer Science with Honours (Distinction) (GPA 4.26 / 5)
Computer Graphics and Games Focus Area / AI Focus Area
Integrated Infocomm Scholarship

Ngee Ann Polytechnic 2011 – 2014
Diploma in Information Technology with Merit
Director's List (Semester 1, 2, 3 and 4)
Integrated Infocomm Scholarship
Modules with Distinctions: Game Design; Databases (Module Prize); Enterprise Information Systems; Computing Mathematics (Module Prize); Fundamentals for IT Professionals; and Fundamentals of Programming

SKILLS

- **Programming Languages:** Java, C#, PHP, JavaScript, SQL, C++, Visual Basic
- **Software:** Unity, MySQL, Microsoft Office

ACADEMIC PROJECTS

Building Virtual Worlds Programmer, Fall 2020

- Worked in multiple different teams on quick projects, focussed on rapid development and prototyping
- Experimented with constraints and restrictions, such as only allowing camera & microphone input

I Was Tasked To Defend This Place With My 2 Friends! Programmer, Fall 2019

- In a team of five, created a co-operative auto-battler, awarded 1st Place at 15th-STePS
- Developed and programmed character, enemy, stage, environmental, and overall game mechanics
- Available for download at: https://drive.google.com/open?id=1RNfZecDR0G00hYq49PInPPXkChQmAE_e

this.place Programmer, Spring 2018

- In a team of six, created a puzzle platformer, awarded 2nd Place at 12th-STePS
- Programmed player & camera movement, user interface & input, and controller integration
- Available for download at: <https://www.dropbox.com/s/z0t250hrihid7ei/this.place%20demo%20v1.4.zip?dl=0>

PERSONAL PROJECTS

Animals Crossing Programmer, Winter 2019

- In a team of four, created an action puzzle game for GameCraft! 2019, awarded 2nd Place
- Designed game and level mechanics, and implemented environmental art
- Available to try online at: <https://zy-ang.itch.io/animals-crossing>

Sticky Keys Programmer, Winter 2018

- In a team of five, created a competitive action platformer for GameCraft! 2017
- Programmed powerups & debuffs and background scrolling in C#, as well as UI
- Available to try online at: <https://zy-ang.itch.io/sticky-keys>

WORKING EXPERIENCE

Ngee Ann Polytechnic Software Developer, July - October 2014

- Created an application to experiment with utilizing Bluetooth LE beacons
- Created a content management system for inputting student data for Graduation Showcase

Cherry Credits Intern, April - July 2013

- Tested and implemented web analytics software

CO-CURRICULAR ACTIVITIES

2017 – 2019	President	NUS Board Games	National University of Singapore
2017	Team Manager	NUS Bridge Club	National University of Singapore
2011 – 2012	Events Co-ordinator	Board Games Club	Ngee Ann Polytechnic