

## education

Dec 2019	<b>Master</b> of Entertainment Technology	Carnegie Mellon University (CMU), Entertainment Technology Center (ETC)
July 2018	<b>Bachelor</b> of Computing (Computer Science) Concentration in Interactive Media	National University of Singapore (NUS)
Jun 2012	<b>Diploma</b> in Digital Entertainment Technology	Nanyang Polytechnic

## relevant coursework

## skills

CMU ETC	Building Virtual Worlds (BVW), Visual Storytelling, Improvisational Acting	Programming	C#, C++, Java, Javascript, Python, HTML, CSS
		Game Engines	Unity, Unreal Engine
		Design	Photoshop, Premiere Pro, After Effects
NUS	Game Development, Creating Interactive Media, Interaction Design, Human-Computer Interaction, Probability and Statistics, Software Engineering	Languages	English, Mandarin
		Other	OpenGL, Microsoft Office, Microsoft Excel

## experience

May 2017	<b>ShinCube</b> , Singapore Designed and developed back-end architecture and front-end user interaction for a product management platform and an online e-learning platform.	Web Developer
June 2011	<b>Singapore-MIT Gambit Game Lab</b> , MIT Created and play-tested rapid game prototypes for academic research within multi-disciplinary teams as part of a collaboration between the Media Development Authority of Singapore and MIT.	Programming Intern

## academic projects

ETC - BVW	Programmer and designer for 4 successfully implemented projects through prototyping, development and collaboration within multi-disciplinary teams.	
	<b>plARnt</b> (Programmer)	Unity (Meta 2)
2018	Created for BVW class at the ETC. Programmed and conducted play-testing for an augmented-reality (AR) experience where the guest explores interactions with a globe without instruction or explicit guidance.	
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NUS		
	<b>Attack on Tutor</b> (Solo)	Node.js, Angular.js, Socket.io
2018	Developed an online e-learning platform that used gamification to encourage student-tutor interaction within synchronous small group break-out discussion.	
	<b>8<sup>th</sup> Sea</b> (Designer/Programmer)	Unity
2017	Designed a 4-player cooperative game where players balance exploring an ocean collecting fishes and performing different roles within a marine research lab.	
	<b>Voxsam</b> (Designer/Programmer)	Unreal Engine
2017	Created a first-person tower defense game where players construct and defend a base using modular building blocks.	
	<b>Commductor</b> (Designer/Programmer)	Android
2017	Designed and made a musical application on Android where multiple devices comprise different instruments in an orchestra with real-time gesture-based manipulation of sound.	

## personal projects

	<b>Pulau Ubin Planner</b>	Unity (Vuforia)
2018	Programmed and designed interactive elements of a gamified quiz system utilizing AR to help elementary school students visualize and plan hiking routes.	
	<b>untitled series</b>	Unreal (Oculus)
2016	Created a series of virtual-reality (VR) scenes in Unreal meant to encourage a guest to explore using the Oculus through visual cues.	
	<b>eden</b>	Scratch, Kinect
2014	Designed a walk-in installation where guests interact with elements within a 2D scene through gestures and sound without prior instruction.	
	<b>Bad Blood</b>	Scratch
2014	Created a simple 2D game with infinitely scaling difficulty based on binary fission.	