Gregory Wong

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EXPERIENCE

INTERN, NEEURO   [MAR TO JUNE 2017]
- Prototyping
- Software Testing

PROGRAMMING INTERN, UDREAM ENTERTAINMENT   [JAN TO MAY 2023]
- Feature implementation
- Debugging
- Code clean-up
- <u>Used:</u> Software Dev, Go Programming, Lua Programming, JIRA, Confluence, Gitlabs, Fork

EDUCATION

SINGAPORE POLYTECHNIC   *[2018]*
- Diploma in Games Design & Development

NANYANG TECHNOLOGICAL UNIVERSITY   *[PRESENT]*
- Penultimate Year Undergraduate in Computer Science

SKILLS

PROFICIENT	FAMILIAR
Python, Lua	C#, Java, CSS, SQL, Go

PROJECTS

Personal website: https://gregory-wong-portfolio.netlify.app/ *(for more information and projects)*

DOUBLE TIME *[3D ISOMETRIC SHOOTER GAME]*
- Programmed the AI, UI, Mechanics and Misc Features of the game
- Integrated art assets such as animations, models, VFX and SFX.
- <u>Skills:</u> C# Programming, Unity Game Engine, Game Dev, Version Control, Working in Teams

ETERNAL NIGHT *[3D TOWER DEFENCE GAME]*
- Programmed the UI, Mechanics and Camera Features of the game
- Integrated art assets such as animations, models, and SFX.
- <u>Skills:</u> C# Programming, Unity Game Engine, Game Dev, Version Control, Working in Teams