JEREMY TOH
SOFTWARE DEVELOPER

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OBJECTIVE

To achieve a job as a game developer in the game industry, making use of my programming and problems solving skills to create diverse genre of video games while continuing to improve my technical skills and creativity throughout the job.

EDUCATION

Bachelor of Computer Science, GPA 3.35
Swinburne University of Technology Sarawak Campus, (2018-2020)

BSc in Economics and Management
Singapore Institute of Management, (2014-2018)

EXPERIENCE

Dec 2020 - Present
Unity3D Software Developer
Cake Experiential Communications (Asia)

1. Developed an online WebGL MMO game for a company virtual event within 3 months with Unity3d and Unity Mirror Networking under minimum guidance.

   Lead Game Programmer (Frontend and Backend)
   - Software used:
     - **Unity3d** (Game engine used)
     - **WinSCP** (Access company and clients SFTP server)
     - **GitHub** (With bash, desktop for source control)
     - **Insomnia** (For REST API management)
     - **Laravel** (web framework used)
   - Programming Language used:
     - C#, PHP, JavaScript, HTML, CSS
   - Other notable skills:
     - Collaborate closely with art/design teams
     - Manage client's expectation for features delivery
     - Manage task allocation and deadline
     - Optimize game to run smoothly and accommodate for all platforms (Desktop, Laptop and Mobile Devices Web Browser)
2. Redesign Website
   Lead Programmer (Frontend)
   - Software used:
     - **WinSCP, Laravel** and **GitLab**
   - Programming Language used:
     - PHP, JavaScript, HTML, CSS

3. Debug outsource project involving an online HTML/WebGL game event based on adaption of Korea trending TV series (Squid Game) in Unity3d with strict time constraint.
   Fix bugs, Feature Testing and Quality Assurance
   - o Software used:
     - **Unity3d**
   - o Programming Language used:
     - C#, JavaScript, HTML, CSS
   - o Other notable skills:
     - Refactor up to 40% of existing project code to implement better design practices including major features fixes.
     - Delivered more than 80% feature completion with quality assured.

4. Developed CMS platform for bank (Frontend and Backend)
   Assistant Programmer (Frontend and Backend) and QA
   - o Software used:
     - **Ubuntu** (for Linux)
     - **MySQL Workbench, Laravel, GitLab, and Excel**
   - o Programming Language used:
     - PHP, JavaScript, HTML, CSS
   - o Other notable skills:
     - Providing real time live support to clients including bug fixing and deploying prompt changes in response to any new issue reported.

PERSONAL PROJECTS

Unity (C#)
Personal
2D RPG Game
3D platformer Game
3D puzzle Game
2D Arcade with Roguelike Elements
2D Tile-Based Strategy
https://jeryxem.itch.io

FYP, Client (Karuna)
VR Game
- Alpha Test Gameplay
https://www.youtube.com/watch?v=cboqkTu19Os
- FYP final presentation slides
https://www.youtube.com/watch?v=66VrAPuLnu4

ACCOMPLISHMENT

Student Awards – Industry Award
The Best Student Award 2019 in BSc of Computer Science Year 2 (Award by SAINS)

CORE COMPENTENCIES & SKILLS

PROGRAMMING LANGUAGES PROFICIENCY

Experienced with multiple programming languages such as C, C#, C++ including website and database language such as JavaScript and SQL.

TECHNICAL SKILL

Good understanding and fully involved in software development process, using technologies, software tools and frameworks in demand.

PROJECT DEVELOPMENT SKILL

Compose project proposal that clearly communicates idea, budget and client's requirement to all levels.
Complete and deliver project on time with quality control that met satisfaction from client.

TEAMWORK AND LEADERSHIP

Able to achieve good chemistry with team members and deliver project with good quality. Able to delegate task to other project members appropriately based on their expertise and motivate each other to complete the project successfully.

LANGUAGE

Fluent in English, Chinese, Malay, Hokkien

INTEREST

An avid fan of Football, Japanese Anime/Manga/LN, E-Sport, Gaming and Game Development

ABILITY TO LEARN NEW SKILLSETS

Able to adapt and tackle unknown software and be resourceful in exploring new method if required to complete project.

COMMUNICATIONS

Able to translate ideas and solution between teammates and understand concepts quickly. Able to liaise with clients and manage client's expectation when needed as well.

PORTFOLIO WEBSITE

https://jeryxemblocksofcode.com/