

Keith Chng

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🔗 <https://github.com/fruitsamurai-png> 🖱 <https://fruitsamurai-png.github.io>

PROFILE

Passionate software engineer with strong backend programming skills and experience in project management and agile methodologies. Proficient in C/C++, Kotlin, React.js, Node.js, Python, AWS, and Unity. Skilled in communication with a passion for being a team player.

EDUCATION

Bachelor of Science in Computer Science in Interactive Media and Game Development,

DigiPen Institute of Technology Singapore

09/2020 – present

- GPA: 4.36/5

Diploma in Aerospace Technology,

Ngee Ann Polytechnic

04/2015 – 05/2018

- GPA: 3.52/4

TECHNICAL SKILLS

C/C++ (Nvidia Physx, Mono C#,ENTT)

Android Development using Kotlin

Unity Game Engine (C#)

HTML, CSS, Javascript (React.js, Node.js)

Python (Pandas,sci-kit)

AWS (EC2/Amplify)

Unreal Engine 5 (Blueprints, Widgets, Behavior Trees)

SOFT SKILLS

Communication

Project Management

Interest in helping others

Independent Learner

PROFESSIONAL EXPERIENCE

Interactive Software Developer Intern, *VOUSE*

08/2023 – 04/2024 | Singapore

- Collaborated in a team in developing features for a simulation in Unreal Engine 5
- Identified bugs in project and resolved them
- Worked on other projects including AR web projects

VR/AR Developer Intern,

Singapore Institute of Technology Immersification Lab

05/2023 – 08/2023

- Developed in a small group to create a VR/AR application on the web.
- Using React, and Three.js in tandem with Google's MediaPipe library to create a hand-tracking library without specialized equipment.

Teaching Assistant, *DigiPen Institute of Technology Singapore*

2021 – 2023 | Singapore, Singapore

- Taught math, programming and game project modules to the current freshmen undergoing them

PROJECTS

Iconoclasm,[group of 10, custom C++ 3D engine],

Role: Technical Lead

09/2022 – 03/2023

- Keep track of progress in game engine development, task assignment to programmers, and communicating with designers to have the best engine catered to them in terms of interface and features
- Programmed and embedded C# scripting engine
- Implemented the base engine architecture using an Entity-Component System in the engine via a 3rd party library
- Implemented 3D audio system
- Helped debug and assisted other programmers

Canvars [group of 5, Web App using AWS Amplify]

02/2023 – 04/2023

- Design and prototyped the layout using Figma
- Developed Single Page Application using React and Node.js
- Integrated and deployed scalable cloud database using AWS DynamoDB

Plag.ai.rism [Group of 7, Unity3D]

01/2024 – 01/2024

- 3D game made for Global Game Jam SG 2024
- Programmed interactions and gameplay