

IVAN HO

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I love order, yet at the same I am fun-loving and open to ideas, always striving to make work an enjoyable experience. I am analytical but also someone who thinks out of the box, allowing me to do well in programming.

EXPERIENCE

FEBRUARY 2017 – CURRENT

JUNIOR GAME PROGRAMMER, SWAGSOFT LLP/MIXED REALMS PTE LTD

- February 2017 – July 2017: Worked on [Career Quest](#), a government initiative for primary school students to learn about the different career paths available. It is an online virtual world in which students can learn, play various minigames and talk to NPCs.
- July 2017 – Current: Working on **Sairento VR**, a VR action hack and slash with a cyberpunk setting.
 - **Sairento VR Steam page:**
http://store.steampowered.com/app/555880/Sairento_VR/
 - **Tokyo Games Show 2017 VAQSO Showcase:** <http://vaqso.com/tgs2017/>
 - **Web Article on the Future of Sairento VR:** <http://svrinfo.jp/detail?p=185955>

APRIL 2014 – JUNE 2014

INTERN, NANYANG TECHNOLOGICAL UNIVERSITY

Worked on an internal project. Software used were Photoshop, Maya and Unity. Main duties involved creating new playable area (Level Design, Texturing and 3D modelling) and creating new interactive assets (Texturing, 3D modelling and UI Design).

EDUCATION

SEPT 2014

DIPLOMA IN DIGITAL MEDIA DESIGN (GAMES), NANYANG POLYTECHNIC

- Game Project Management: Distinction
- 3D Game Modelling: Distinction
- Digital Game Art: A
- 2D Game Project: A
- (Refer to attached photo on page 4)

(Continued on the following page.)

DEC 2010

GCE "O" LEVEL, MARIS STELLA HIGH SCHOOL

- Additional Math: A1
- Math: A1
- Physics: A2
- Chemistry: A2
- (Refer to attached photo on page 3)

SKILLS

PROGRAMMING LANGUAGES

- HTML/CSS/Javascript
- Node.js/Express.js/Pug Templating Engine
- Python
- SQL
- Java
- C#

SOFTWARE PROFICIENCY

- Adobe Photoshop
- Adobe Illustrator
- Autodesk Maya
- Unity 3D

LANGUAGE PROFICIENCY

- English (Proficient/2nd language)
- Chinese (Proficient/Mother Tongue)
- Japanese (Beginner)

ACTIVITIES

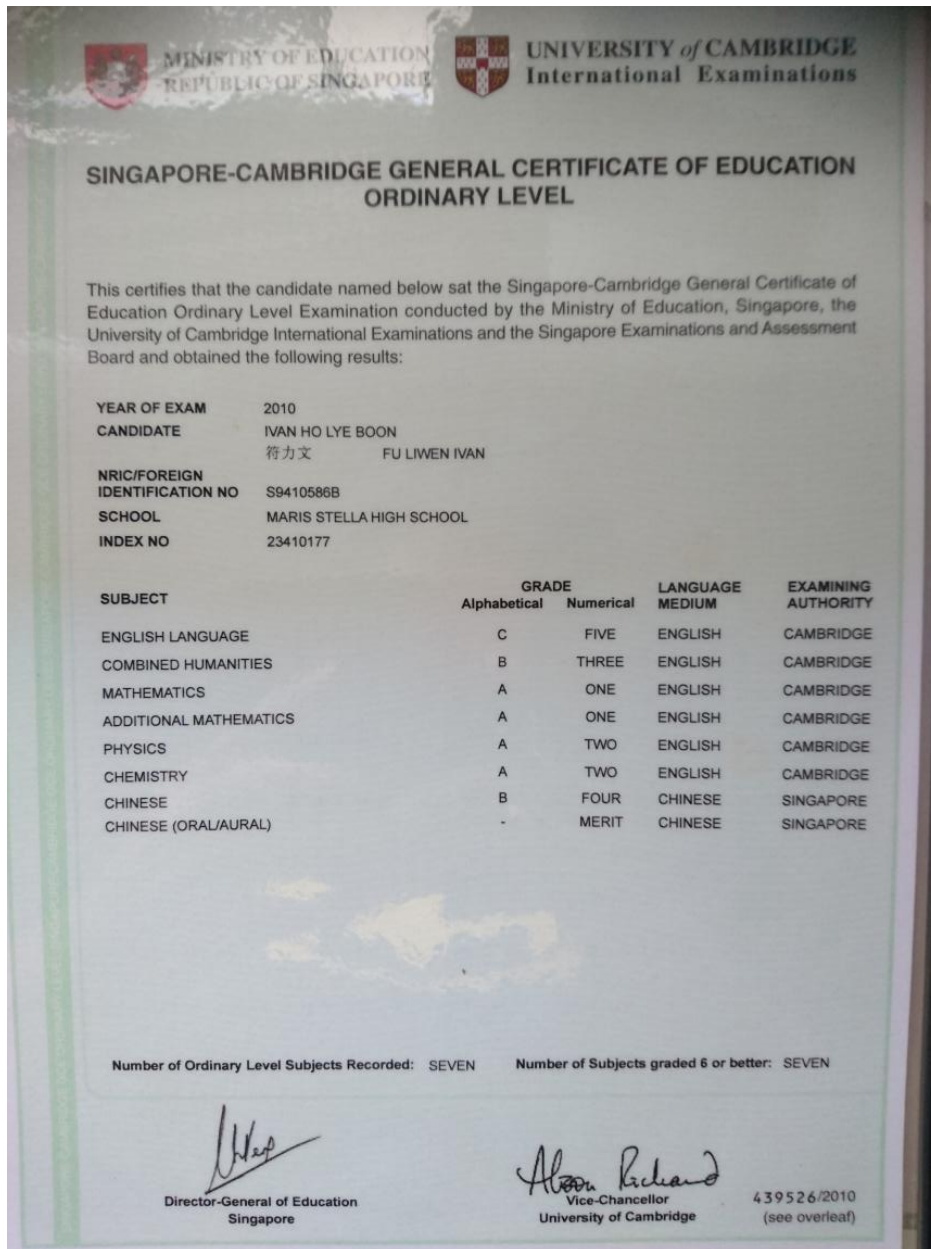
GAME JAMS

- Ludum Dare 30 (August 22nd-25th, 2014)
<http://ludumdare.com/compo/ludum-dare-30/?action=preview&uid=40039>
- Trident Game Challenge (October 2012)

LEADERSHIP ROLES

- National Service (Compulsory conscription, 2014-2016)
 - Rank Obtained: 3rd Sergeant
 - Actively participated in National Day Parade 2016
- Co-curricular Activity: Saint John Ambulance Brigade (2006-2010)
 - Rank Obtained: Sergeant

PHOTO ATTACHMENTS



IVAN HO LYE BOON

156 #18-1183
LORONG 1 TOA PAYOH
SINGAPORE 310156

Admission No. : 110345Y
Admission Date : 18 APR 2011
Identification No. : S94105868
Conferred Date : 18 SEP 2014
Issued Date : 22 SEP 2014
Page No : 1

CODE	MODULE	TY	GR	CR	CODE	MODULE	TY	GR	CR
DIPLOMA IN DIGITAL MEDIA DESIGN (GAMES)					SEM 1 - 2013/2014				
SEM 1 - 2011/2012					DM8362	CINEMATIC & TRAILER DEVELOPMENT	CM	F	0
DM8110	COMMUNICATION SKILLS	CM	*TRF	2	DM8363	GAMIFICATION TECHNIQUES	CM	A	2
DMS140	SOCIAL ETIQUETTE	CE	*TRF	1	DM8392	FINAL YEAR PROJECT 2	CM	F	0
DMS151	INTRODUCTION TO ASIAN CINEMA	CE	*TRF	1	DM1381	AUDIO CREATION	PE	D	4
DM8111	COLOR THEORY	CM	B+	3	DM8252	VISUAL EFFECTS	PE	B+	4
DM8112	DESIGN FUNDAMENTALS	CM	C	4	DMS360	FITNESS & WELLNESS	CE	P	2
DM8113	DRAWING 1	CM	C	5	SEM 2 - 2013/2014				
DM8115	PRINCIPLES OF GAME DESIGN	CM	C+	4	DM8362	CINEMATIC & TRAILER DEVELOPMENT	CM	C	4
DM8124	STORYBOARD & ART DIRECTION	CM	C+	4	DM8392	FINAL YEAR PROJECT 2	CM	C+	4
DM8191	GAME CONCEPT PROJECT	CM	B	3	SEM 1 - 2014/2015				
SEM 2 - 2011/2012					DM8391	FINAL YEAR PROJECT 1	CM	D+	12
DMS221	INTRODUCTION TO ENTREPRENEURSHIP	CE	*TRF	1	DM8393	PORTFOLIO DEVELOPMENT	CM	C	4
DMS222	BECOMING AN ENTREPRENEUR	CE	*TRF	1	DM8399	INDUSTRIAL ATTACHMENT PROGRAMME	CM	B+	12
DM8114	VISUAL AUDIO STORYTELLING	CM	C+	4	##### END OF DOCUMENT #####				
DM8120	ANIMATION FUNDAMENTALS	CM	B	4					
DM8121	DIGITAL GAME ART	CM	A	5					
DM8122	DRAWING 2	CM	D+	4					
DM8123	INTRODUCTION TO 3D	CM	DIST	2					
DM8125	GAME PROJECT MANAGEMENT	CM	DIST	3					
DM8192	2D GAME PROJECT	CM	A	3					
DMS130	LEADERSHIP & CHARACTER DEVELOPMENT	CE	P	1					
DMS141	PUBLIC SPEAKING & COMMUNICATING CONFIDENTLY	CE	P	1					
SEM 1 - 2012/2013									
DM8230	3D GAME MODELLING	CM	DIST	5					
DM8232	CHARACTER DESIGN & DEVELOPMENT	CM	C+	4					
DM8235	GAME LEVEL DESIGN	CM	B	3					
DM8236	3D MAPS & TEXTURING	CM	B+	2					
DM8237	DRAWING 3	CM	C+	3					
DM8238	DIGITAL PAINTING	CM	C	3					
DM8291	3D GAME PROJECT	CM	C+	3					
DMS210	NATIONAL EDUCATION	CE	P	1					
DMS250	INTRODUCTION TO ELECTRONIC MUSIC	CE	B	1					
SEM 2 - 2012/2013									
DM8240	ENVIRONMENTAL VISUALISATION	CM	C+	3					
DM8241	REAL TIME 3D ANIMATION	CM	B+	5					
DM8243	GAME DESIGN FOR PRODUCTION	CM	B+	4					
DM8292	INDEPENDENT GAME PROJECT	CM	C	3					
DM8250	RENDERING & LIGHTING	PE	B+	4					
DM8251	ADVANCED 3D MODELLING	PE	B+	4					
DMS270	FRENCH LANGUAGE	CE	C+	2					
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