

Ong Jit Sheng, Jonathan

Personal Details

Nationality: Singaporean
D.O.B: 1 March 1988
Email: jon@games-ignition.com
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Education

National University of Singapore (NUS)

August 2010 – present

Pursuing a bachelor's degree in Computer Science

Nanyang Polytechnic (NYP)

June 2005 – March 2008

Awarded Diploma in Digital Entertainment Technology with Merit, Game Programming track

Dunman High School (DHS)

2001 – 2004

Passed GCE 'O' Levels with 8 distinctions

Skills Base

General Programming

- Extensive knowledge of the C and C++ programming languages
- Experience with Java programming for mobile devices (J2ME)
- Experience with the Lua scripting language
- Experience with web technologies such as (X)HTML, CSS, PHP and MySQL

Game Programming Skills

- Experience with XNA, C# and Xbox 360 development
- Experience with the OpenGL 3D graphics API
- Experience with real-time shader programming (GLSL and HLSL)
- Experience with J2ME and 3D graphics for mobile games
- Experience with the Ogre 3D rendering engine
- Experience with Unity 3 game development

Work Experience

Game Programmer, Singapore-MIT GAMBIT Game Lab, Summer 2011

- Worked on Squeezicks, a physics-based game for the Boston Museum of Science

Associate Software Engineer, Localization at Electronic Arts Asia Pacific, 2008

- Localization of titles for PC and Nintendo DS

Software Engineer at Nanyang Polytechnic, 2008

- Developing a game engine with input based on music and emotion
- Graphics component and video input

Internship at Nabi Studios Pte Ltd, 2007 – 2008

- Lua scripting
- OpenGL and GLSL

Programming Game Engine Project, 2007 – 2008

- Developed a full 3D game in C++ on Ogre 3D
- AI
- Lua scripting

Final Year Project, Nanyang Polytechnic, 2007

- Developed a full 3D game in C# on XNA for the Xbox 360
- HLSL shader programming

Semester Project 4, Nanyang Polytechnic, 2006

- Developed a full 3D game in C++ in a team
- OpenGL and GLSL
- Lua scripting

Semester Project 3, Nanyang Polytechnic, 2006

- Developed a full 3D game in C++ in a team
- OpenGL
- Student article featured on Gamasutra

Mobile Games Project, Nanyang Polytechnic, 2006

- Developed a mobile game in Java (J2ME) in a team
- Mobile 3D Graphics API

Honours and Achievements

- Koei Silver Medal by NYP for outstanding results (2008)
- Project article featured on Gamasutra (2006)
- High Distinction for International Competitions for Schools (Computer Skills) (2004)
- School Colours Award (Individual) by DHS (2004)
- Chairperson of DHS IT Club (2003 – 2004)
- CCA Exco (2003 – 2004)
- Silver Award for Singapore Mathematical Olympiad (Junior Section) (2002)

Personal Interests

Science and technology, mathematics, languages, music, jogging, cycling, gaming

References available upon request