

## **Ong Jit Sheng Jonathan**

Address: Blk 166 Bedok South Ave 3 #12-457 S460166

Contact: 98295131

Email: jon@games-ignition.com

Website: <http://jon.games-ignition.com/>

### **Objective**

To attain a position as a software engineer for a game programming company.

### **Education**

Nanyang Polytechnic (NYP) – June 2005 – March 2008

Diploma in Digital Entertainment Technology with merit, Game Programming track

Koei Silver Medal

Dunman High School (DHS) – 2001 – 2004

Passed GCE 'O' Levels with 8 distinctions

### **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

### **Work Experience**

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 engine
- AI
- Lua scripting

Final Year Project, Nanyang Polytechnic, 2007

- Developed a full 3D game in C# for XNA on 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**

- Chairperson of DHS IT Club (2003 – 2004)
- CCA Exco (2003 - 2004)

**References available upon request**