

HO JUN HAO

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EXECUTIVE SUMMARY

Game and front-end developer with expertise in Unreal Engine, Unity, and React, specializing in immersive technologies (AR/VR), digital twins, and real-time data visualization. Experienced in full-stack development, crafting scalable web solutions with React, Redux, REST APIs, and Tailwind CSS. Contributed to research initiatives on VR-based education and interactive learning. Skilled in system integrations, and multi-platform compatibility. Passionate about building cross-platform experiences that merge game development and modern web technologies.

WORK EXPERIENCE

Singapore Institute of Technology

Assistant Manager

09/2023 – Present

- Developed AR/VR applications in Unity, integrating digital twins for real-time interaction and simulations.
- Contributed to Virtual Hybrid Learning research, assisting in the development of VR/AR learning solutions for education.
- Managed and mentored student teams, overseeing game and web development projects.
- Designed and deployed interactive data visualization in Unity and React, enabling real-time analytics for educational platforms.
- Built and integrated APIs for Matterport, enhancing 3D spatial experiences for digital twin applications.
- Engineered system integration for a Living Lab project development, optimizing multi-device compatibility.

Inspify

Unreal Developer Intern

01/2023 – 04/2023

- Developed a high-fidelity car configurator showroom using Unreal Engine 5 with Pixel Streaming, enabling real-time vehicle customization.
- Integrated Unreal Engine UI with React, ensuring seamless interactive experiences across mobile, desktop, and VR platforms.
- Optimized real-time rendering, reducing load time by 40%, improving frame rates for smoother experiences.
- Led UI/UX collaboration efforts, refining design responsiveness through stakeholder feedback.

Grow Financial

Full Stack Developer Intern

09/2022 – 12/2022

- Developed and deployed React application with Redux and Rest APIs.
- Prototyped UI components in Figma, ensuring pixel-perfect implementation with Tailwind CSS.
- Deployed secure RESTful APIs, facilitating smooth client-server communication for transaction management.

TECHNICAL SKILLS

Language/Framework: C, C++, C#, JavaScript, React, Redux, REST API, Tailwind CSS, Ant Design, OOP, SOLID

Game Development & 3D Technologies: Unreal Engine, Unity, Blender, Matterport API

Soft Skills: Project Leadership, Collaboration, Problem Solving, Critical Thinking, Creativity

EDUCATION

Digipen Institute of Technology Singapore

Bachelor of Science in Computer Science and Game Design

Graduated in 2023

Ngee Ann Polytechnic

Diploma in Electrical Engineering

Graduated in 2016