

ABOUT ME



Eric Aw

Software Engineer

CONTACT



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SKILLS

- C++
- Python
- OpenGL
- Unity
- Game Development

As an aspiring software engineer and game developer, I aim to put forth my passion and interests in the form of innovative games and software. I truly enjoy coming up with interesting concepts, which I can then turn into reality by developing on them.

The programming languages I am most proficient in are C++ and Python. As a game developer and graphics programmer, some of the tools and engines that I am most adept at are OpenGL and Unity. The areas of software engineering that I have worked on include computer graphics, machine-learning and gameplay programming.

Developments and solutions that can benefit and make a positive impact on others are what drive me greatly. If you would like to engage with me, please do let me know through the contact details I have provided.

EMPLOYMENT HISTORY

Hong Wei Global Software Engineer

February 2016 – March 2016

I worked on a project regarding the development of a physical ice-cream making machine simulation for children to interact with and learn skills through play.

INTERSHIPS

Hong Wei Global Software Engineer Intern

December 2015 – February 2016

I was involved in the development of several software features for a hotline operator system simulation project. This simulation aims to train and allow hotline operators to respond to different scenarios and calls regarding emergencies which could occur within the country.

EDUCATION

BS in Computer Science in Real-Time Interactive Simulation
DigiPen Institute of Technology Singapore
September 2018 – March 2022

Diploma in Digital Entertainment Technology (Games)
Nanyang Polytechnic
April 2013 – April 2016

PROJECTS

Apotcalypse
September 2020 – April 2021

I worked mainly on the graphics and rendering aspects of “Apotcalypse”, a 3D real-time strategy and management game, coded in C++ with an OpenGL backing. Some of the graphical features I worked on include skeletal animations, a 3D model management system, bloom, emissive maps, shadows and particle systems.

Forge
September 2019 – April 2020

As the technical lead, I worked on developing the game engine for “Forge”, a side-scrolling action game, in which the player must solve puzzles and face off against enemies to reach the end of each level. In addition, I also worked on the gameplay and graphical aspects of the game, such as post-processing and sprite animations.

AWARDS

Dean’s Honors List
DigiPen Institute of Technology Singapore
September 2019 – December 2019

I was part of DigiPen Institute of Technology Singapore’s Dean’s Honors List for Fall 2019.