Eric Aw

Software Engineer

CONTACT

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SKILLS

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

ABOUT ME

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

Besi Singapore
Software Engineer
May 2022 – Present

My role involves handling and working on features and fixes that improve our machines' die-attach software for customers, based on their feedback and our testing. This process also includes vital and transparent communication with colleagues and customers, over Jira and daily stand-up meetings.

National Service
Supply Assistant (Medical)
May 2016 – May 2018

I was a supply assistant in charge of handling logistics-related tasks involving medical stores and equipment, within the medical center that I was stationed at.

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.

INTERNSHIPS

Amaris.AI
Software Developer Intern
September 2021 – February 2022

Within the fields of deep learning and computer vision, I worked on a project which encompassed developing a program for automated training and testing of a model, with unsupervised learning in sight. The program's purpose was to facilitate these processes in a user-friendly manner, with as little user intervention required as possible.

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.