



Ngok Hin

GAME DEVELOPER

PROFILE

I am an aspiring game developer who wants to make an impact on the world through creating video games and inspiring people with fun and games.

HARD SKILLS

- 3D modelling
- 3D Printing
- Rigging
- Animation
- Coding in Unity with C#
- Learnt Gdevelop
- Photoshop skills
- Video Editing skills

EXPERIENCE

Part-Time Sales Associate

G2000 | Nov 2023 - Jan 2024

- Sold various clothing items, helped with restocking and brought a positive vibe to the store. Was once complimented by a customer.

I AM TALENTED Programme Presentor

Republic Poly | 24 May 2025 and 31 May 2025

- Presented programme material and showcased how to use game engine
- Helped the kids fix bugs on their level
- Adapted to the classroom's vibes

Intern at Future Ready Academy (FRA)

FRA / 24th Mar 2026- 22nd Aug 2026

- Taught at 3 separate preschools per week
- Revamped a curriculum to improve enjoyment of lessons
- Created 3D printed souvenirs for overseas students to garner customer interest in the company
- Assisted in revamping of teaching style at preschools to increase efficiency of lessons



SOFT SKILLS

- Communication
- Teamwork
- Adaptability
- Willingness to learn
- Initiative-Taker
- Planning

EDUCATIONAL HISTORY

Republic Polytechnic

*Diploma in Game Design and Gamification /
April 2024 - Present*

- Studying game design, modelling and programming.
- Made a few games for school
- Current GPA: 3.12

Outram Secondary School

Student / Jan 2019 - Dec 2023

- Was a Peer Support Leader which helped people with their stress, feelings and workload
- Helped host events for the PSL.

