

## **Eugene Goh**

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### **Coder For Hire**

April 2017 - Present

General part-time coder for hire while tinkering with game tech, notably Vulkan and neural nets.

#### Contracts:

- Unity3D video codec plugin for GearVR project for Climax Studios
- Assist EROAD with Ehubo2 development

### **Rush Digital Interactive - Senior Developer**

March 2016 - March 2017

General purpose developer and keyboard for hire.

#### Projects:

- Port popular PC-based ARPG, "Path of Exile" to XboxOne, including implementing DX11 support for previously DX9 game
- Bug fixing and shipping of Ubisoft's Battleships for Frima games.
- Assist EROAD in developing their Ehubo2 unit, improving their interface with anti-aliased bitmap fonts, alpha-blended images and a revamped UI unit test infrastructure.

### **Gameloft - Senior Engine Programmer**

July 2011 - January 2016

Responsible for development of engine and tool features, performance and size optimization of games, as well as solving any high-priority technical problems encountered by the game teams. Developed the general framework and worked on scripting, physics, shaders, skeletal animation, particles, render pipeline, build system, touch/gesture management, user interface module and level editor.

#### Credited Titles:

- Country Friends (iOS / Android / WP8)
- Ice Age Avalanche (iOS / Android / WP8)
- Pastry Paradise (iOS / Android / WP8)
- Ice Age Adventures (iOS / Android)
- My Little Pony, Friendship is Magic (iOS / Android)
- Littlest PetShop (iOS / Android)
- Wonder Zoo (iOS / Android)
- Men in Black 3 (iOS)
- Magna Memoria (iOS / Android)
- Playful Minds: Math (iOS)

Unreleased:

- GrooveRunner (iOS)
- Silent Ops (Android port from iOS)
- Mystery Island (iOS)

**eGoh - Freelance Game Developer**

July 2005 - June 2011

Helped many SMEs/individuals with their various projects, providing coding, project management, team building as well as business and design advice depending on their needs. Part-time lecturing at various institutions also provided access to fresh graduates and interns to fuel the young industry.

Credited Titles:

- MechWarrior: Tactical Command (iOS - Ogre3D)
- Ninja Assassin (iOS)
- Crane Training Simulator (Custom Hardware)
- Gillette Champions Street Soccer (Web - Flash)
- Deep Quest (PC - Ogre3D)
- Cacani (Web - Java)
- Constructicons (PC - HGE)
- Euro Trivia (J2ME)

Unreleased:

- Garage Studio (Web - Unity3D)
- Virtual Store (PC - Unreal 3)
- OpenWorlds (J2ME)
- Gather Your Gurbles (PC - Playground SDK)
- iPlayMahjong (PC - HGE)
- Flatworld (PC/MMO - Truevision3D)

Lecturing (part-time):

- SAE Institute (B.Sc.(Hons) Games Programming)
- Temasek Polytechnic (Dip. Game Entertainment Technology)
- Nanyang Polytechnic (Dip. Digital Entertainment Technology)

**Nexgen Studio - Lead Programmer**

April 2004 - June 2005

Responsible for coding, technical design, team management, meeting investors, coordinating distributors, presenting products, purchasing of company drinks and toilet paper. I worked for almost free, and volunteered for everything. This is how I learned game development.

Credited Titles:

- Elven Legends (Symbian)
- Golfmaster 2005 (J2ME)
- Mobile Comics (J2ME)
- Kia Rally (PC - Torque3D)

## **IBM / PwC Consulting - Consultant**

April 2001 - March 2004

Worked as part of a large team to implement financial service systems in huge multimillion dollar projects. Worked with software solution vendors to integrate and customize their products.

### Projects:

- Asset Management Frontend - Prudential
- Backend Banking System and Data Migration - AMEX Bank

## **Alverdine - Programmer**

January 2001 - March 2001

100M joint venture "Internet Bank" between ANZ and OCBC. Cancelled due to banking license restrictions.

## **Coaster Computer Services - Programmer**

July 1999 - December 2000

One-man solution provider. Would visit clients, assess their needs, propose solutions, design them, implement and support them. Most work was done in Visual Basic backed by MS Access databases.

### Projects:

- Inventory Management and Invoicing System (Meyson Jewellery)
- Invoicing Software (Harmony Motors)
- Logistics Tracking System (Phili-Orient Lines)
- Client Management System (Ivan Insurance)

## **Education and Awards**

3DSense Media School (2006)

Certificate in Modelling and Animation

30 Hour Code-a-thon, Nanyang Polytechnic (2006)

Best Game Design + Best Technical Design - Constructicons

Nanyang Technological University (1999)

B.A.Sc. (Computer Engineering)

# Competency Checklist

## Languages / Scripts

- C / C++
- Objective C
- Java
- Lua / Python / PHP / Perl
- Flash / Actionscript
- HTML / CSS / JSON / XML / CSV

## Platforms

- Windows / WinRT / WP8
- iOS
- Android
- Linux
- OSX

## SDKs / APIs / Engines

- OpenGL / DirectX / GLES / Vulkan
- PhysX / Bullet
- Freetype2 / Harfbuzz / zlib / libpng / tinyxml
- GameSWF
- Raknet
- Audiere / OpenAL / Vox
- Unity3D / Unreal 3 / Ogre3D / HGE / Playground SDK / Virtools

## Tools

- Subversion / Mercurial / Perforce / Git / CVS / SCons
- Visual Studio / Xcode / Android Studio / GCC / Vim
- MS Project / Hansoft / Jira / Confluence
- Bugzilla / Mantis / Trac / Mediawiki
- Photoshop / TheGimp / 3DS Max
- MySQL / MSSQL / Oracle 8i / MS Access

## Human Languages

- English
- Mandarin (Simplified Chinese)