Ted Ng

Location: Singapore **Email:** ted.ngmt@outlook.com **Mobile:** +65 8370 8399
LinkedIn: linkedin.com/in/ngminteck **Website:** https://ngminteck.wixsite.com/ngminteck
GitHub: github.com/ngminteck

Professional Summary

Singaporean Game Developer & AI Specialist with a Master's in Artificial Intelligence (NUS). Eligible for H-1B1 (US) and High Potential Individual (UK) visas. Focused on game development and AI-driven roles.

For more detail about me, you can view my journey pdf slide

Skills

- **Programming:** C, C++, C#, Python, Java, SQL, JavaScript, HLSL/GLSL, Lua.
- **AI & Machine Learning:** Computer Vision, Generative AI, NLP, Agent Systems, LangChain, PyTorch, TensorFlow, Scikit-Learn, Yolo, LLM.
- **Game Development:** Unity, Unreal Engine 4/5, Custom Engines, Gameplay Programming, Game AI, Procedural Content Generation (PCG), Computer Graphics (Vulkan, DirectX, CUDA), Physics, UI/UX.
- **Tools & Infrastructure:** Git, Docker, Microservices, REST APIs, Linux/Unix, AWS, Azure, Google Cloud.
- **Languages:** English (Native), Mandarin (Native), French (Elementary), Korean (Elementary).

For the full list of my skills, please visit my LinkedIn: linkedin.com/in/ngminteck

Experience

Software Engineer *Singapore • 09/2022 – 08/2023*
JPMorgan Chase & Co.

- Took ownership of enhancing and testing 20+ microservices for the legacy real-time payment system, using Java, Python, Groovy, Spring boot and Cassandra.
- Delivered 30% fewer deployment errors and resolved complex L2 issues across payment workflows in UAT/test environments, improving stability and accelerating release cycles, with completing a 5-person workload largely solo and finishing multi-week integration tasks in 1 week vs 3-week target.

Interactive Media Programmer *Singapore • 01/2021 – 12/2021*
Multimedia People (MMP)

- Developed 12 Unity-based (C#) interactive installations for MAS, integrating sensors, touchscreens, and animations into robust, user-facing experiences.
- Ensured 100% on-time delivery while working remotely, during pandemic lockdown periods. Collaborating with cross-disciplinary teams and resolving technical issues under tight deadlines.

Early Working Experience

- Game QA (PTW, 2017): Functional testing, bug reporting, and gameplay defect validation.
- National Service (SPF, 2015–2017): Completed mandatory service.
- Developer Assistant (AviationLearn, 2015): Assisted in building aviation learning software.
- Game Master (Shanda Games, 2011–2012): Player support, in-game operations.

Education

Master of Technology in Artificial Intelligence System *Singapore • 01/2024 – 10/2025*
National University of Singapore

- Studied core topics in machine learning, deep learning, pattern recognition, and recommender systems, with specialization in computer vision (OpenCV, YOLO, generative models for images, video, and 3D mesh) and NLP (LLMs, RAG, agent frameworks, and generative audio including TTS, STT, and voice synthesis).
- Built applied AI projects including a job recommender, stock forecaster, generative photo editor, and OpenAI-powered conversational agents.

Bachelor of Science in Computer Science and Game Design *Singapore • 09/2017 – 08/2021*
DigiPen Institute of Technology

- Proficient in C, C++, and C# with strong real-time programming skills across Unity, Unreal Engine, and custom-built game engines.
- Skilled in core game development areas: gameplay programming and design, game AI, UI/UX design and implementation, level design, computer graphics, game physics, audio systems, and tools programming.
- Built and shipped multiple 2D/3D games (RPG, FPS, puzzle), applying both technical and creative skills to deliver complete, polished experiences.

Diploma in Information Technology (Game Development) *Singapore • 04/2012 – 03/2015*
Singapore Polytechnic

Projects

AiMeiMei – AI-Powered Photography Assistant Suite - github.com/ngminteck/AiMeiMei
- Built a real-time photo assistant with YOLOv8 tracking and a PyQt editor for 4K segmentation, inpainting, and upscaling.

QAnvas – LLM-Powered Q&A Chatbot for Canvas LMS - github.com/ngminteck/QAnvas
- Created and deployed a semantic chatbot using LangChain and MiniLM with OCR, embeddings, and Docker automation.

A Dog's Hard Life – Narrative Puzzle Adventure Game - ngminteck.wixsite.com/.../a-dog's-hard-life
- Developed a story-driven puzzle adventure in a custom engine, emphasizing emotional pacing and interactive narrative.

The Elder Code – RPG Puzzle Adventure - ngminteck.wixsite.com/.../the-elder-code
- Created immersive RPG gameplay and level design with Unreal Engine 4, focusing on interaction, pacing, and quest flow.

For the full list of projects, please visit my LinkedIn: linkedin.com/in/ngminteck
or my personal website: https://ngminteck.wixsite.com/ngminteck/post/my-portfolio-gallery

Certifications

- Unreal Engine 4 C++ Developer: Learn C++ & Make Video Games, 02/2021 - `View Credential`

- Learn the Vulkan API with C++, 04/2021 - `View Credential`

- Fundamentals of Accelerated Computing with CUDA C/C++, 11/2024 - `View Credential`

- French Course Elementary 1, 06/2023 - `View Credential`

For the full list of certifications, please visit my LinkedIn: linkedin.com/in/ngminteck

Achievements

- Completed DigiPen's rigorous Computer Science & Game Design program.

- Earned a Master's in Artificial Intelligence from the National University of Singapore (QS Top 10 globally)

- Built interactive digital projects with the Monetary Authority of Singapore (MAS).

- Gained corporate experience at JPMorgan, working on high-impact infrastructure and technology initiatives.