Ng Yan Fei

Software Engineer &
VR/AR/MR Developer

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LinkedIn

A software engineer with a flair for developing immersive and engaging interactive experiences.

• Extensive industrial experience in developing interactive VR, AR and MR simulations in Unity and C#.
• Familiarity with developing for a wide range of platforms (e.g. PC, Android, Meta Quest 2, HoloLens 2).
• Expertise in Unity, Unreal, C#, C++ and various XR toolkits such as MRTK.

Technical Skills
- C#, C++, C, JavaScript, Python
- Unity, Unreal Engine, Visual Studio
- Networking and Database knowledge (Photon, SQL, REST API)
- Version Control (Git, SVN)
- Debugging and Troubleshooting skills

Design Skills
- Graphics Editing (Photoshop)
- SFX Manipulation (Audacity, Protools)
- 3D Modelling (Maya, 3ds Max)

Interpersonal Skills
- Quick to learn and adapt
- Ability to work independently as well as collaboratively
- Excellent problem-solving skills
- Meticulous and detail-oriented

Hobbies and Interests
- Gaming and Technology
- Watching Movies
- Travelling

Language Expertise

Language	Proficiency
English	Proficient
Chinese	Intermediate
Japanese	Conversational

Work Experience

VR Software Engineer
Jun 2023 – Dec 2023
Nanyang Technological University, Singapore

- Developed an interactive VR experience for Meta Quest 2.
- Single-handedly did the programming for the experience, including implementation of OpenXR toolkit, scripting virtual player interactions, and integration of 3D assets.

MR Software Engineer
Apr 2020 – May 2023
ST Engineering Land Systems, Singapore

- Lead developer for several MR (Mixed Reality) projects for HoloLens 2, using Unity/C# and Unreal/C++.
- Worked with major clients (e.g. SAF, PUB) to develop immersive apps for training and simulation purposes.
- Researched and integrated new technologies into MR, such as Digital Twins and Robotic Control.

AR/VR Software Developer (Internship)
Jul 2019 – Mar 2020
Singapore Institute of Technology, Singapore

- Worked as the developer for several AR/VR projects using Unity for a variety of XR headsets.

Education

Bachelor of Science in Computer Science and Game Design
Sep 2016 – Dec 2019
DigiPen Institute of Technology, Singapore

Diploma with Merit in Multimedia and Animation
Apr 2011 – Apr 2014
Ngee Ann Polytechnic, Singapore

Projects & Achievements

VR Migrant Worker Experience (Video link)
- A 15-minute VR experience where you go through the daily life of a migrant worker living in Singapore.

MR Digital Twins (Video link)
- A MR application incorporating Digital Twins technology, where you can view IOT data in real-time and control smart appliances in Mixed Reality.

MR Robotic Control (Video link)
- A MR application that interfaces with a robotic vehicle, allowing you to set virtual waypoints and plot paths in Mixed Reality and send the data to the robotic vehicle for it to follow in actual reality.

Full Portfolio here