Gary Ng

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Work Experience

Lead Software Developer — 2023 - Present
Senior Software Developer — 2022 - 2023
Unity Technologies, Consumer — Montreal, Quebec

- Leading an eight person development team to port a live mobile game with over 700,000 MAUs to Windows and Mac.
- Spearheaded the adoption of technologies such as UI Toolkit, Unity Cloud Build, addressables, and more, to speed up developer velocity and increase scalability.

Senior Software Developer — 2021 - 2022
Software Developer — 2020 - 2021
Unity Technologies, Digital Twins — Montreal, Quebec

- Architected the camera and application state systems of *Forma Render* to create a data-driven solution that is modular, reliable, and reproducible.
- Integrated cloud and network services to enable users to store and manage renders online and to work collaboratively with others.

Unity Team Lead — 2019 - 2020
Senior Interactive Media Developer — 2018 - 2019
Interactive Media Developer — 2017 - 2018
INVIVO Communications Inc. — Toronto, Ontario

- Conceptualized, developed, and deployed two dozen AR/VR experiences and interactive installations for global pharmaceutical organizations.
- Optimized a HoloLens game which ultimately resulted in the company's acceptance to the Microsoft Mixed Reality Partner program (MRPP).

Graduate Research Assistant — 2015 - 2017
KAIST — Daejeon, South Korea

- Designed, developed, and evaluated an AR game editor for the HoloLens and a collaborative AR interior design application for Project Tango devices.

Tools and Systems Programmer — 2014
Digital Leisure Inc. — Aurora, Ontario

- Created in-game tools, plugins for Maya and Unity, and web reports and track the development of 3D art assets for the *Four Kings Casino and Slots*, which is available on Steam and the PlayStation Store.

Education

Master of Science — 2015 - 2017
Industrial Design — Daejeon, South Korea
KAIST

Bachelor of Information Technology (Honours) — 2010 - 2014
Game Development & Entrepreneurship — Oshawa, Ontario
University of Ontario Institute of Technology

Languages

English
Cantonese
Korean

C#
C++
Java
Processing
HTML
CSS
JavaScript
PHP
SQL
Python
ActionScript 3.0

Technology

Adobe Illustrator
Adobe Photoshop
Adobe Premiere Pro
Git
Unity
Microsoft Office
Microsoft Visual Studio

ARCore
ARKit
Google Cardboard
Google Daydream
Vuforia

Android
Arduino
HoloLens
iOS
Mirage Solo
Oculus Go/Quest
Oculus Rift

Interests

Augmented Reality
Game Design
Interaction Design
System Design
Travelling
User Experience
Video Games
Virtual Reality

Detailed information about my projects can be found on www.garykcng.com.