



## Eugene Goh

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## Profile

I have been a freelance game developer based in Singapore since 2005. While my primary area of expertise has been programming, I have also been assisting clients in appraising and refining their game designs, assembling, managing and mentoring their teams, as well as simply providing good old-fashioned advice.

My current long term goal is a game designer position located out of Singapore. My immediate target is either a game designer job based in Singapore or a gameplay programmer job based outside of Singapore.

More in-detail personal and project information is available from my website.

## Projects

### GARAGE STUDIO

This is a facebook, web-based rhythm game with an emphasis on competitive dancing and customization. It is done in Unity3D, with a Linux/MySQL/PHP backend. I am the sole programmer as well as the project manager for this project.

### DARWENA

This is a personal project where I created an OpenGL-based "game engine" from the ground up. The purpose of this exercise was to get better grounding with lower-level technicalities as well as to provide a platform to play with R&D topics like procedural content generation and other experimental techniques that would not otherwise be possible on higher level platforms. I work on this as a low priority side-project, concurrent with any other projects I have running.

### SEATTLE PROJECT

This is an iPhone/iPad game still done for Personae Studios, Singapore. It is a very ambitious squad-RTT based on a famous but old IP. In this project, I functioned as the part-time technical lead, working 2.5 days a week. This was especially challenging given that almost the whole development team comprised of either interns or fresh graduates and staff turnover was extremely high. I left the project after 9 months with the full framework complete but unpolished, including scripting, path finding, combat mechanics, custom UI system, movie playback, custom terrain system, AI, character customization, level editor, and a windows test build. The project was handed over to a tweak team for support while real level content was produced.

### NINJA ASSASSIN

This is an iPhone game that was developed in tandem with the movie of the same title. It was made for Mikoishi with Warner Brothers as the publisher. I was one of two developers, implementing most of the UI interface, Facebook connectivity and a multiplayer minigame via bluetooth and wifi where players chuck shurikens at one another.

### OPENWORLDS

This is a mobile J2ME project. From a central Midlet, users can download various games in the form of scripts and resources from a central server. This midlet then interprets the scripts on the fly to execute the game content. The project makes use of the JSR 75 File Connection API as well as tools such as LWUIT and FScriptME. I am the principle programmer for the client side, with another two programmers handling the Java-based server.

### CRANE SIMULATOR

This program simulates dock-side cranes, and is used as a training aid for aspiring crane operators. The hardware resembles the interior of the crane cabin, with 3D graphics and physics simulating the actual dockside environment. There is also a trainer station, from which trainers can both modify environmental effects as well as observe the progress of the trainee. Multiple trainees can work within the same simulation. There was a small team of developers working on this, and my job scope was to engineer the input system, interfacing it

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with the hardware, as well as providing a “virtual console” which can be used to test the product on a PC.

## VIRTUAL STORE

This is a shopping store simulation where customers can browse store products and purchase them through a realistic 3D application. The virtual environment is an exact replica of the brick-and-mortar store itself. The purchasable products are also exact look-a-likes of the real goods. Customers can manipulate these products, rotating and zooming in on them in full 3D. This project was done utilizing the Unreal Engine 3. I worked together with an artist from Nexgen Studio to produce this simulation.

## PROJECT ALPHA

Project Alpha is the working title of a turn-based strategy game built for the iPhone for Personae Studios. It was created using the iPhone SDK and Lua. My main responsibility was as the Project Lead, managing and mentoring 3 interns to deliver the prototype within 1 month. In addition, I also coded the more complex features of the game, including a simple demonstration of a custom touch gesture.

## GATHER YOUR GURBLES!

This is a casual downloadable game created for Brick Age with the Playground SDK from Playfirst. The gameplay is highly physics based, involving hitting marbles of the screen using an elastic slingshot. It also features customizable marbles, a level editor, a feel editor, and 3 different gameplay modes. I was the sole programmer on this project. It began in December 2007 and the prototype was completed by March 2008. More information and a download link is available at <http://www.e-goh.com/article.php?id=37>.

## SOS

Working title of a Budget PC adventure game sponsored by a government grant. Functioned as designer and lead programmer. Project was discontinued as it became apparent that the grant providers were more interested in creating mock-up pitching prototypes for casual game publishers rather than developing experimental game mechanics. This was developed using Ogre3D.

## GILLETTE CHAMPIONS STREET SOCCER

Flash-based advergaming for a Gillette as part of a suite of three games. This was done under contract with Nexgen Studio. Gameplay is basically a penalty kick (soccer) simulator with various obstacles in the way. Incorporates simulated 3D physics and rendering, I was the main gameplay programmer, with another programmer handling high scores and website integration. This is available for play at [http://www.gillettechampions.com.sg/custom/en\\_sg/html/games\\_soccer.shtml](http://www.gillettechampions.com.sg/custom/en_sg/html/games_soccer.shtml).

## IPLAYMAHJONG

This is an online Hong Kong style Mahjong game developed for a group of private individuals. It includes full multiplayer game play, as well as AI opponents. This was done in 2D using the Haaf's Game Engine. Only the gameplay was created, and not the lobby services, website, or monetary transaction handling. This is still unreleased.

## CONSTRUCTION

Simple 2D Physics game that is a mix between lunar lander and tetris. This whole project, done using HGE, Audiere and TinyXML, was done as part of a coding competition organized by a local government body. It was completed solo (including art and music) within 30 hours. It won the “Best Game Demo” and “Best Technical Design” awards. More information and a download is available at <http://www.e-goh.com/article.php?id=35>.

## DEEP QUEST

Single player casual underwater RTS developed on contract with Nexgen Studio. It was done using Ogre3D, OpenAL, TinyXML and Lua. AI and the level editor were strictly hand-coded. The initial development till Alpha phase took 6 months. During this time, I was the only programmer, supplemented by two others towards the end to help churn out the levels, mainly via script. Once the project hit Alpha, I handed it over to their in-house developers to polish the levels and gameplay. Another 6 months later, it was published by Yahoo. It is now available through Yahoo, Big Fish and a few other casual game distributors. A trial version can be downloaded at <http://www.bigfishgames.com/download-games/2010/deep-quest/index.html>.

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## FLATWORLD

A casual 2D MMORPG, built using the Truevision3D engine., with a Linux server as the backend. Working as part of a team, I handled the networking, physics and server-side programming. The full team consisted of 5 programmers, 3 artists and 1 designer. After the prototype was produced, the project was put on hold indefinitely pending design re-evaluation.

## CACANI

This is a web-based application that allows users to easily create animations and send them to their friends via email or MMS. The web interface was developed in J2ME by MC3 while the back end was based on proprietary technology developed by Nanyang Technological University. My sole responsibility in this project was project management. It was showcased in E3 2006 by Nexgen Studio.

## MOBILE PHONE TRIVIA GAME

A J2ME trivia game which downloads questions from a central server. This was done for Nexgen Studio. Questions can be input directly via a web interface. Work included the J2ME midlet, PHP scripts, MYSQL database setup, porting to several phone models and setting up of the web page.

## ELVEN LEGENDS

This is a RPG hybrid multiplayer game set in a fantasy world. It was coded in C++ for Symbian. Up to 8 players may participate per game session, either over Bluetooth, or peer-to-peer over the air via Nokia's SIP technology. Content can be automatically updated from a central server. Maps, animations, races, stats, magic spells and items all can be customized through a specially designed editor. It was showcased during a Nokia convention and eventually led to the development of a 3rd iteration of this game, which I played no part in, and is currently available at <http://www.elvenlegends.com>.

## GOLFMMASTER 2005

This was a J2ME golf game developed for an external client. It is pseudo-3D with realistic ball motion. It also features randomly generated golf courses for a unique playing experience each time. Customization of golf club sets and a world cup mode are also provided. It is now available as freeware and can be downloaded at <http://mowser.com/games/details?cat=147&id=631>.

## MOBILE COMICS

Developed a J2ME comics viewing engine. This allows users to download short comic strips from a secure website and view them on their 2G mobile phones (Nokia Series 40 generation). The comics are cached locally on the phone where memory allows, minimizing bandwidth consumption.

## KIA RALLY

Kia Rally is a 3D PC based racing game that was made for Kia Motors as part of their motor show. This features a choice of 3 cars in which to race on an 'Indie' style race track as well as an off-road circuit. This game was produced using the Torque Game Engine. I did all of the coding and terraforming for this project. This was in addition to normal project management duties. I was the only coder on this project, and delivered it within 3 weeks.

## Other Work Experience

### TEACHING

In addition to my freelance work, I have also taught game design and development part-time at three tertiary courses, Nanyang Polytechnic (Diploma in Digital Entertainment Technology), Temasek Polytechnic (Diploma in Game Entertainment Technology) and SAE Institute (B.Sc. Games Programming). In addition to lecturing and running of lab and tutorial sessions, I have also developed and advised on module content. So far, topics I have covered includes networking, physics, game design, AI, mathematics, computer graphics (OpenGL) and general programming.

### NEXGEN STUDIO (APR 2004 - JUN 2005)

This was the first game company that I joined. The projects Elven Legends, Golf Master 2005, Mobile Comics and Kia Rally were all done while under their employ. In addition to programming and project management, I also took on other roles such as marketing, PR, website development, business development and even mundane things like overseeing our

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stocks of soft drinks and toilet paper! While in this company, I drew negligible salary, in return for equity. As of their last valuation, they are now worth 3m SGD. (roughly 1.6m USD).

## IBM BUSINESS CONSULTING SERVICES (APR 2001 – MAR 2004)

Prior to entering the game industry, I worked in IBM as a IT/SI consultant. We functioned in huge multinational teams and delivered back-end banking systems for international financial institutions. I also had a project that implemented a asset management system for a well-known fund management company. The branch I was in was formerly known as PwC Consulting before it was bought over by IBM.

## ALVERDINE (JAN 2001 - MAR 2001)

This company was a \$100m joint venture between OCBC and ANZ banks. The goal was to create an Internet-based bank capitalizing on OCBC's and ANZ's influence in the region. My designation was programmer, and was the only IT person employed by this entity during its short lifespan. The project closed prematurely due to regulatory problems in getting a banking license.

## COAST COMPUTER SERVICES (JULY 1999 - DEC 2000)

The first job that I was in once I was out of university was to develop custom software for small businesses. This covered a wide range of software (accounting, inventory, invoicing, client management) in a wide range of industries (insurance, jewelry, shipping). Most work was done in Visual Basic.

## Education

3DSense - Certificate in Modelling and Animation

Nanyang Technological University - B.A.Sc. (Computer Engineering) - 1999

## Other Key Points

- As can be seen from the high project turnover rates, I'm accustomed to development on (sometimes extremely) tight deadlines. I thrive under pressure.
- I'm well-networked with the game development scene in Singapore and the Asian region, with contacts in government agencies, educational institutions and many companies.
- Having been a professional programmer, activities such as scripting, database querying, Excel spreadsheeting and datamining are a non-issue for me.
- After helping many startups get on their feet, I am sensitive to the needs of new businesses, and do in fact prefer working with small close-knit teams. I am also intimately familiar with all aspects of game development, be it technical, art, audio, business development or marketing.
- I have developed a strong foundation in game design fundamentals, honed by earlier MUD development activities and tempered by experience in commercial game development projects.
- I am bilingual in English and Mandarin (simplified character set, used in mainland China). My primary language is English and I have extensive experience in documentation having worked for large commercial projects under IBM.
- While by no means a competent artist or musician, I am trained in 3D animation, as well as music. I underwent this training to gain insight on the respective work processes.
- I am, of course, an avid gamer. I play FPS, RTS, puzzle, casual, turn-based strategy, sim, sports and arcade games, but have a weakness for well written RPGs (including the MMOs).

## Referrals

References are available on request.