

Andrew James Go Ting

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Work Experience

Blackbird Interactive, Minecraft Legends UI Game Programmer

May, 2022-Dec, 2022

- Polished the game's React UI with facet state management. Work includes audio hooks, accessibility features, etc.
- Hooked React UI (Typescript) to Minecraft Bedrock (C++), submitting both changes across Git and Perforce
- Worked in a Scrum environment with AWS DevOps

Checker Software Inc., Full Stack Developer

Sep, 2021-April, 2022

- Worked on development of [Bibcitation](#), [Diffchecker](#), and [SVG Viewer](#)
- Made React UI components, wrote REST API routes and their corresponding Jest tests as part of a CI pipeline, improved package.json scripts, performed TypeORM database migrations, etc.
- Worked on React websites which are built on Next.js, using PostgreSQL for its database, Redux (redux-toolkit) for state management and strongly typed with Typescript

Technical Achievements

ACM ICPC Pacific Northwest Regionals Division 1 Top 14/16/17

Nov, 2018 and 2019 and 2020

- Competed against the best undergraduates of all universities in the Pacific Northwest and Canada in solving exceedingly difficult algorithmic problems in the International Collegiate Programming Contest (ICPC)
- Placed [14th/16th/17th](#) across over 60 teams in different years

International Olympiad in Informatics 2018 Philippine Representative

May, 2018

- One of [only 4 representatives](#) selected nationwide to represent the Philippines in [IOI 2018 Japan](#)
- Competed against the best high schoolers of every country globally in exceedingly difficult algorithmic problems

Singapore National Olympiad in Informatics 2017 and 2018 Silver Medallist

March, 2017 and 2018

- Bagged a [silver](#) medal twice, in [2017](#) and [2018](#), in Singapore's national informatics olympiad's invited participant division

Personal Projects

Gravity Greens (Game Project)

Sep, 2023-Dec, 2023

- Developed a rogue-like space golf game available [here](#) using C++ and OpenGL in a game programming class, working on the game's visual effects like screen panning and gravity fields through HLSL shaders managed by OpenGL image buffers
- Created 2D art assets both by hand in Clip Studio/Aseprite and procedurally with Substance Designer
- Achieved 3rd place among the 20 games produced in the class

Bon Appetite (Game Project)

Jan, 2021-Nov, 2022

- Developed Bon Appetite: an infinite runner game made with Unity released on iOS, Android, and Itch ([here](#))
- Programmed various components in C# (UI, obstacle generation algorithms, language localization, etc.)
- Developed a skinned mesh animation export workflow from Blender to Unity handling issues like IK conversion and squash/stretch bones, and wrote various toon shaders with ShaderLab and HLSL

Game Jam Projects

- [Constell Connect](#)- a zen out-of-the-box space game made in Unity, entry to Itch Major Jam 4: Cosmic (Aug 2021)
- [Drop Cube](#)- an endless game to get past falling platforms, entry to BC Game Jam 2021 (Sep 2021)
- [Lens](#)- a visual novel that allows perceiving true intention, entry to Global Game Jam Vancouver 2022 (Jan 2022)

Education

BA Computer Science Major with Commerce Minor, **University of British Columbia** (GPA **4.33**) Sep, 2018-May, 2024

- Academic Award of Excellence (2024), Computer Science Scholarship (2023-2024), Greer Family Scholarship (2023-2024), Dean's List (2018-2020, 2024), Trek Excellence Scholarship for Continuing Students (2019, 2020, 2022), John Young Memorial Prize in Economics (2018)
- Graduated with high distinction (Overall Percentage GPA 92.3%)

Skills

- Programming Languages: C++, C#, Java, Javascript, NodeJS, Python, VEX, OpenGL, HLSL, GLSL, ShaderLab
- Programming Tools: Perforce, Git, Unity, Unreal Engine, Visual Studio Code, Visual Studio, Sublime Text, IntelliJ
- Artist Tools: Blender, Substance Painter, Substance Designer, Houdini, Clip Studio Paint, Krita, Aseprite
- Workflow Tools: Trello, AWS DevOps, Slack
- (Spoken) Languages: English (Native), Tagalog (Native), Japanese (Professional; JLPT N1 certified), Mandarin (Intermediate), Korean (Intermediate), French (Beginner)