

2020

Portfolio

FIONA YI TING WANG

2024

Content

ABOUT ME

GAME DESIGN

APP DESIGN

FRONT END

BACK END

OTHER WORKS

01 ABOUT ME







FIONA YI TING WANG

NTUE DTD

2000/11/28

fiona.www28@gmail.com

ABOUT ME

Graduated from the Department of Digital Technology, I explored various fields such as front-end, back-end, and gaming during my university years. I actively participated in exhibitions and competitions, gaining valuable practical experience and achieving good results.

Education

2024--06

NTUE

Major:Department of Digital Technology and Design

Minor: Department of Computer Science

Awards:

Honorable Mention Award, 2023 Taiwan College Creative Game Design Competition

- 71 teams participated
- 4-member team, with me as the lead programmer
- Developed a 2D platform puzzle game using Unity
- 2 levels, total playtime of 2 hours

Finalist, 2024 Golden Pin Concept Design Award

- 55 schools, 116 departments, with 4,974 works registered for the competition
- Developed a 2D platform puzzle game using Unity
- Participated in Design Exhibition, where the game was available for players to try out

SKILLS

- Game Design: Unity, C#
- Frontend Development : CSS, JavaScript, React
- Backend /Databases: SQL, MongoDB Programming Languages: Java, C++, Python

LINKS

- [github](https://github.com/dashboard)
<https://github.com/dashboard>

02 GAME DESIGN



Dumi's Museum Adventure | OUROBOROS



Dumi's Museum Adventure

02



- Genre: 2D-Platform Puzzle Game
- Developed with Unity by a four-person team, where I served as the lead programmer.

[youtube](#)

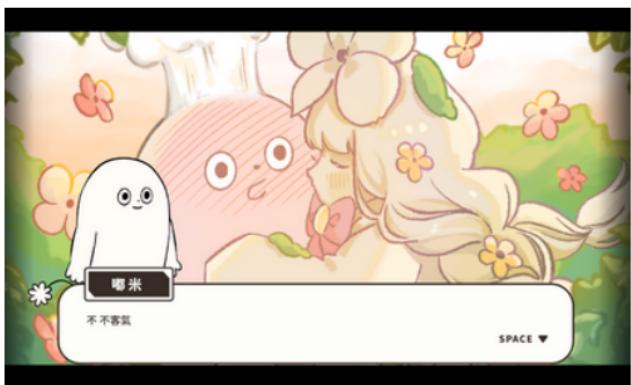
[instagram](#)

[github](#)

Dumi's Museum Adventure

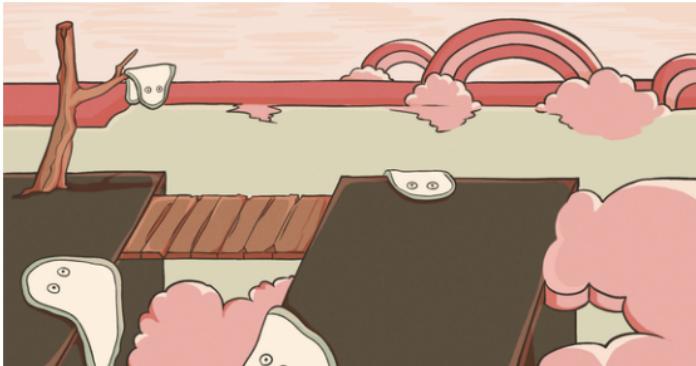
Introduction

A charming 2D puzzle game where Dumi explores a haunted museum to free innocent monsters. Players use a magical painting-jumping ability to solve puzzles, find clues, and purify the monsters!



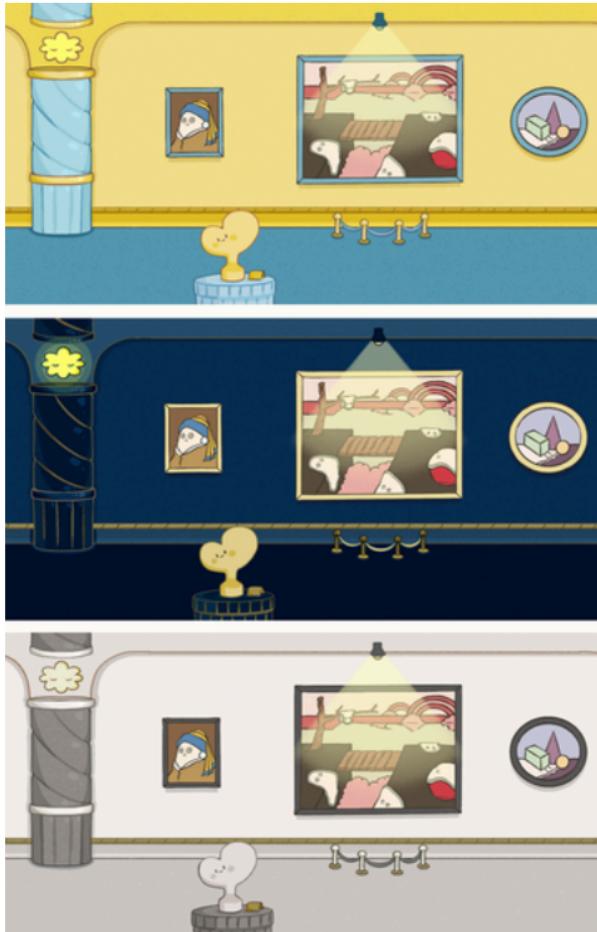


Left: The painting
Below: The world within the painting



Gameplay Introduction

Players use the painting-jumping ability to enter worlds within paintings to solve puzzles. Some paintings require specific conditions to be met before entering.



Scene Setting

Each level features a unique mechanic. The theme of the first level is day and night, where players must use this mechanic to solve puzzles.



Game play – Dialogue System

Players can click on NPC to initiate a conversation.



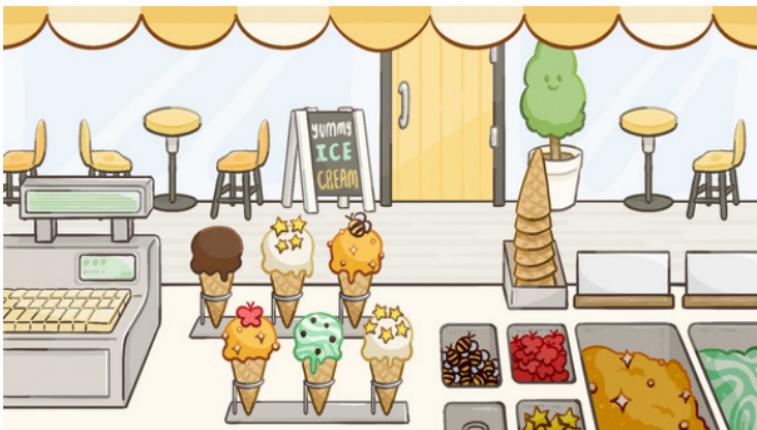
Game play – Tutorial

An NPC will guide players through the tutorial upon entering the game.



Game play—Potion-Making Game

Players solve puzzles to get the recipe and add ingredients in order.



Game play—Management Game

Players must serve the correct ice cream to customers to earn items.



Game play—Puzzle Solving

Players can click on puzzle objects in the scene to open an enlarged view for easier solving.



Game play—Item Collection

Players can click on certain objects to collect them as glowing orbs into their inventory.

Other Game Scenes



The game includes a variety of puzzles, such as entering the correct password, searching through trash for clues, and piecing together a diary.



OUROBOROS

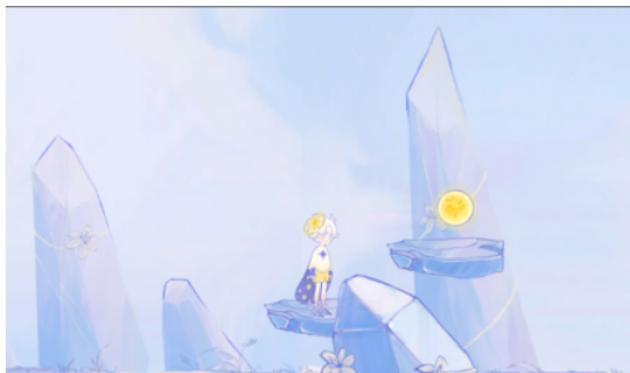


- Genre: 2D Side-Scrolling Adventure Puzzle
- This game was developed using Unity by a four-person team. I served as the lead programmer and contributed to designing the game's world and planning alongside the team.

OUROBOROS

Introduction

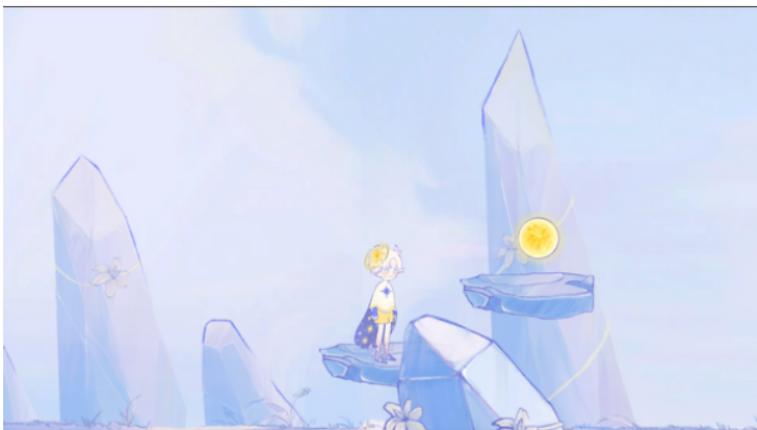
The game focuses on reincarnation, with the main character using special abilities to solve puzzles and uncover the truth in the world.





Gameplay – Light Up Houses to Solve Puzzles

Players illuminate light to solve puzzles.



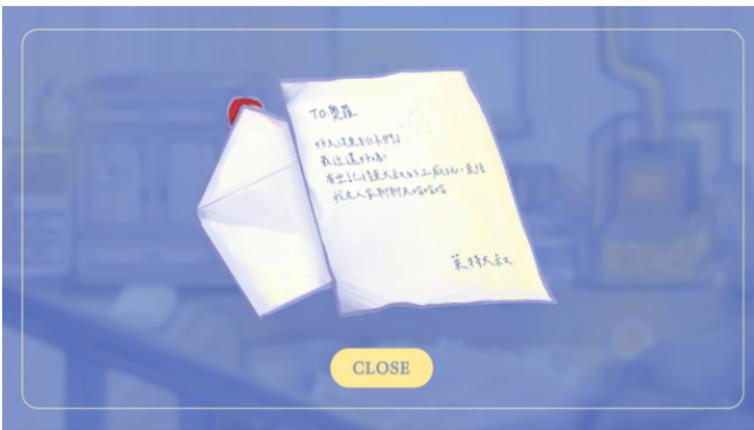
Gameplay – Collecting Light Orbs

Players collect light orbs through jumping.



Game Play – Player Detection

When players approach a clue, they will glow, and a hint will appear.



Game Play – Clue Magnification

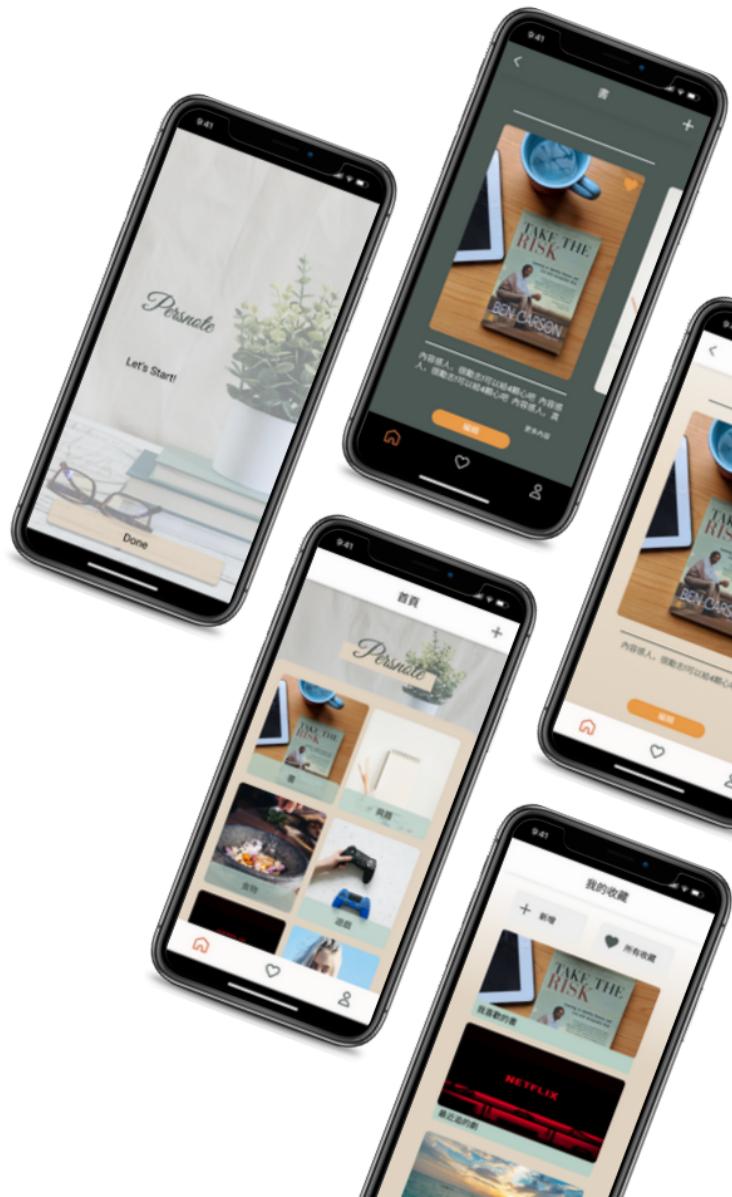
Clicking on a clue will bring up a magnified view to help players observe it more closely.

03 APP DESIGN

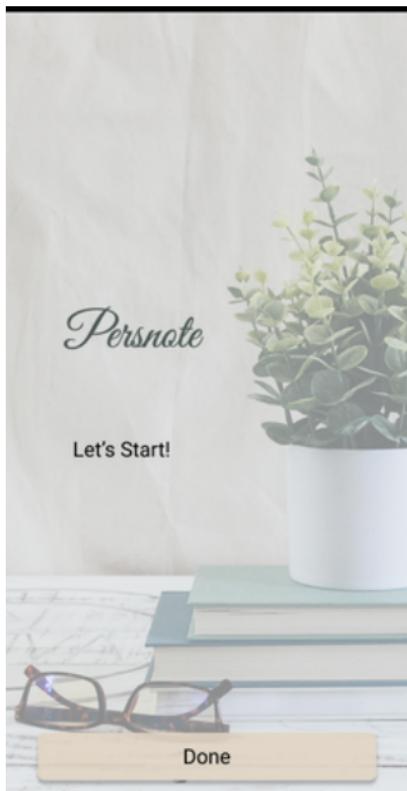


PERSNOTE | Stray Don't Cry

PERSNOTE



PERSNOTE

A screenshot of the Persnote mobile application's home screen. At the top is the "Persnote" logo and a potted plant. The screen is divided into four main sections: 1) A book icon labeled "書" (Books) next to a photo of a book titled "TAKE THE RISK". 2) A pencil icon labeled "興趣" (Interests) next to a photo of chopsticks. 3) A food dish icon labeled "食物" (Food) next to a photo of a dish. 4) A game controller icon labeled "遊戲" (Games) next to a photo of a person's face. At the bottom are three small navigation icons: a red arrow pointing up, a blue arrow pointing down, and a black arrow pointing right.

首頁

+

書

興趣

食物

遊戲

PERSNOTE



我的收藏

新增
 所有收藏

TAKE THE RISK
Learning to Identify Options and Live with Acceptable Risk

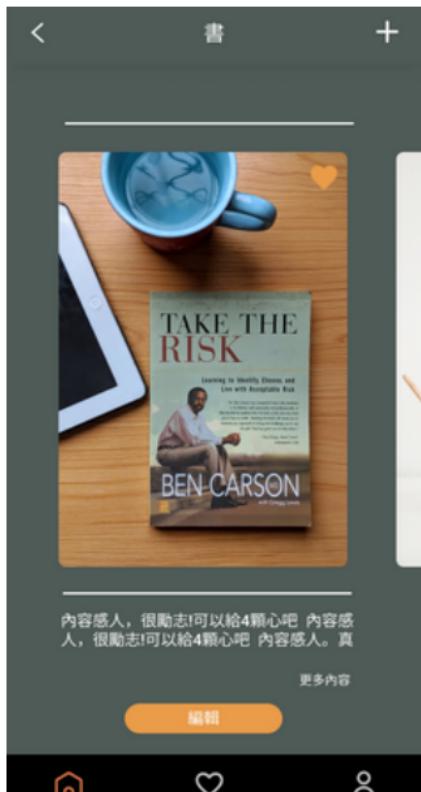
我喜歡的書

NETFLIX

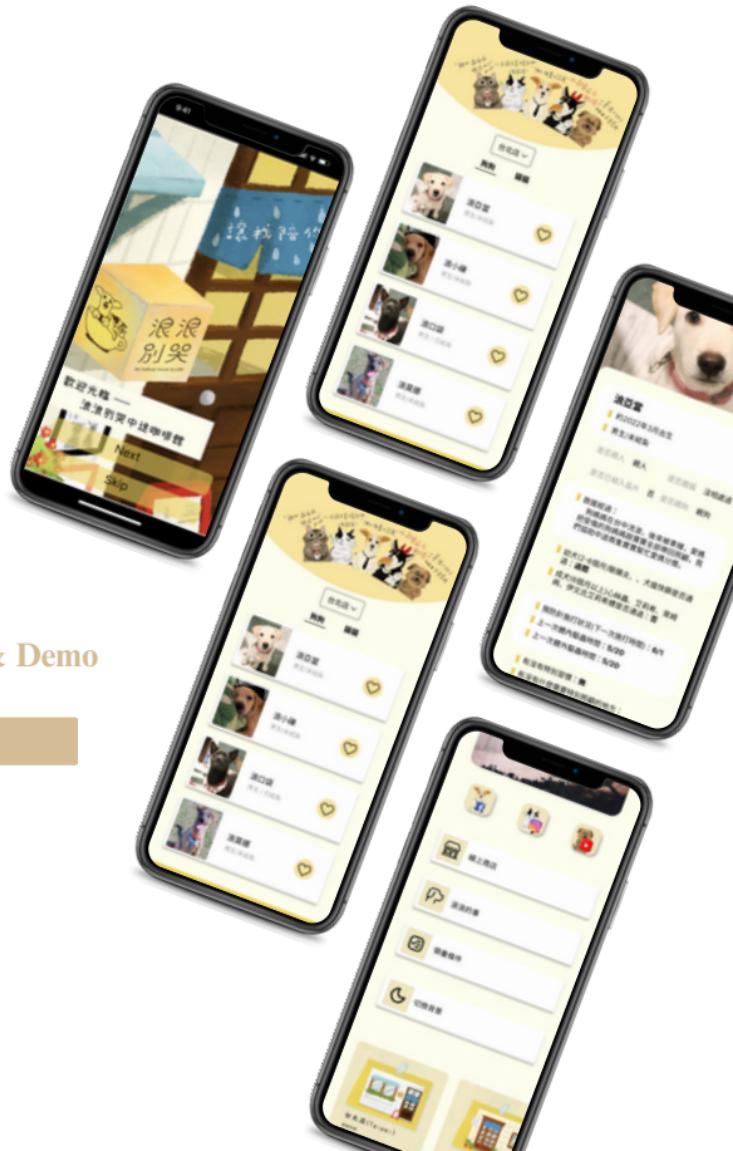
最近追的劇

最近追的劇

PERSNOTE



Stray Don't Cry



App Design & Demo

[Click to See More](#)

Stray Don't Cry



台北店

狗狗 貓貓

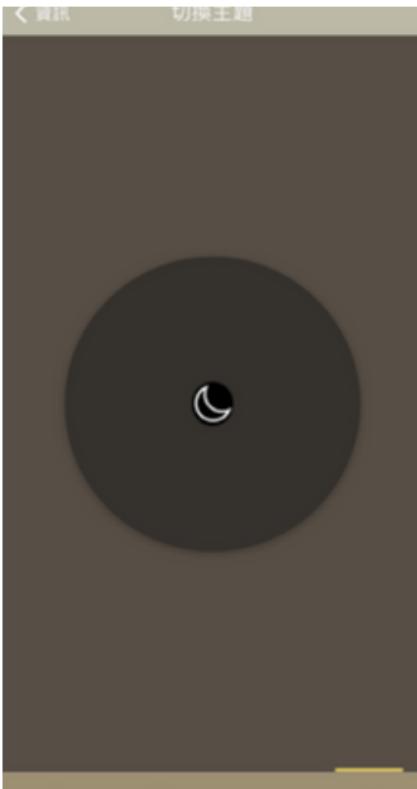
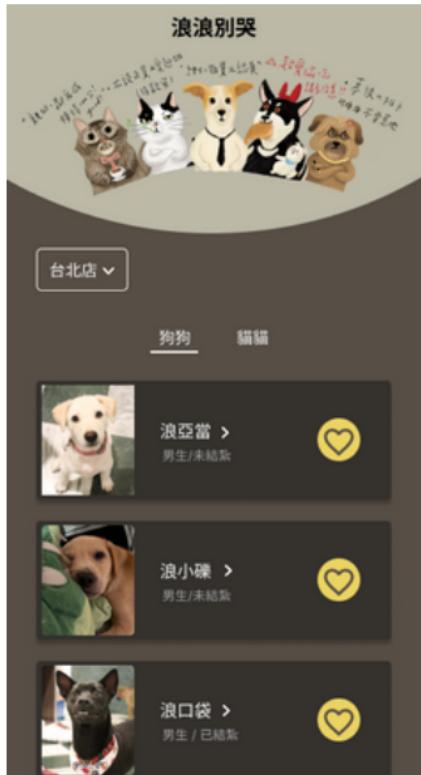
浪亞當 男生/未結紮	
浪小碟 男生/未結紮	
浪口袋 男生 / 已結紮	
浪莫娜 男生/未結紮	

Stray Don't Cry

03



Stray Don't Cry

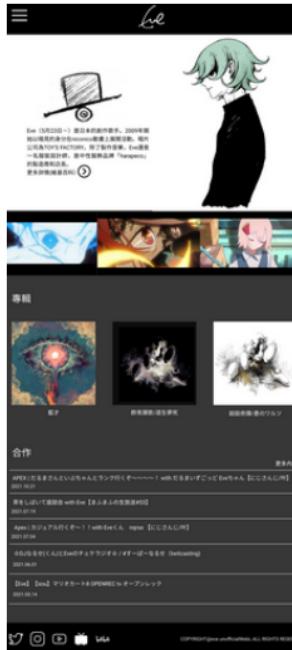


03 Front End Design

Web Design | Interactive Picture Book

Web Design

[Click to visit website](#)



Interactive Picture Book

[Click to visit website](#)



小象：「小鳥，你到哪去？」

小鳥：「我說：『說』世界真大呀！」

小象：「飛」



小象：「見到它了沒？」「小象，我們有件事要和你說，你不會飛，可是我會在上面飛呢。」



04 Back End Design

flickr | Good Food Diary | mysql+php Project



[Click to Visit Website](#)

基本資料

使用真實姓名 必填，請使用真實名字

暱稱名稱

- 中式
- 西式
- 日式
- 韓式
- 其他

評價

請勾選它有可能的項目

- 愛育女
- 主導
- 敏感
- 討厭
- 其他

心得

用筆心得

[Click to Visit Website](#)

[Demo](#)

The screenshot shows the homepage of the NTUE website. At the top, there is a navigation bar with links for University, Student, Profile, Library, and Log in/out. Below the navigation is a large image of a modern, multi-story brick building with large windows and a glass-enclosed entrance. In the foreground, there is a small tree. Below the main image, there are two smaller news items. The first news item, titled "CAMPUS NEWS", features a photo of a man in a suit sitting at a desk and includes a brief text summary: "Our school has achieved significant success in innovative transformation and development, earning two exclusive interviews and coverage by The Steven Media." A "DETAIL" button is provided. The second news item features a group photo of international students holding a banner that reads "The 10th International Students' Conference". A "DETAIL" button is also present here. At the bottom of the page, there is a contact section with an email address (info@ntue.edu.tw) and a follow us section linking to Facebook.

mysql+php

It is a system that can be accessed and managed by students or teachers, including features such as a login interface, online book borrowing, and grade management.

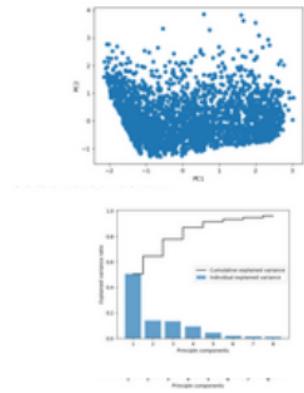
[DEMO](#)

05 OTHER WORKS



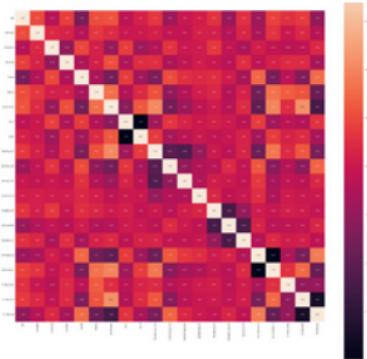
Machine Learning | mongodb

Machine Learning



Using Python to perform Clustering on Credit Card Data and Visualize the Results

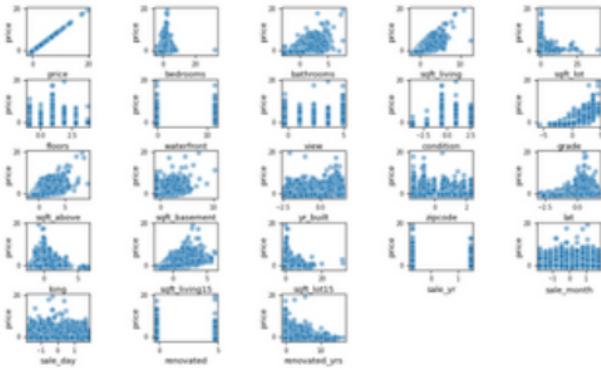
[Click to View Code](#)



Using Python to Classify Heart Disease Data and Visualize the Results

[Click to View Code](#)

```
plt.figure(figsize=(12, 7))
plt.subplots_adjust(hspace=0.5, wspace=1)
for i, feature in enumerate(normed_data):
    plt.subplot(5, 5, i + 1)
    sns.scatterplot(x=feature, y='price', data=normed_data, alpha=0.5)
    plt.xticks(fontsize=7)
    plt.yticks(fontsize=7)
    plt.xlabel(feature, fontsize=9.5)
    plt.ylabel('price', fontsize=9.5, labelpad=0.25)
plt.savefig('scatter_train_all.png')
```



Using Python to Perform Regression Analysis on Real Estate Data, with Price as the Target Variable. Preprocess and Analyze the Data, and Visualize the Results.

[Click to View Code](#)

The screenshot shows a MongoDB interface with a search bar at the top. Below the search bar are three input fields: 'Name:' with a placeholder 'Name', 'Account:' with a placeholder 'Account', and 'Password:' with a placeholder 'Password'. Below these fields are four buttons: '儲存' (Save), '讀取' (Read), '刪除' (Delete), and '上傳excel資料' (Upload Excel Data). To the right of these buttons is another button labeled '另存excel檔' (Save as Excel File). A large text area below the buttons displays a list of document entries:

```
[{"name": "owbiiep", "account": "YCc4V", "password": "dXCVS@nkqT"}, {"name": "vizeg", "account": "9huCqd", "password": "RCnYR6rGg_Q"}, {"name": "ieyv", "account": "DVZ82", "password": "mGYlgtdq*T7"}, {"name": "bpazksev", "account": "MR3lxV", "password": "U+p_04)x)VE_"}, {"name": "uzuV", "account": "D1su", "password": "L&782!auQn"}, {"name": "kawad", "account": "nHPn", "password": "eFJWkY*Crr6"}, {"name": "ckmaki", "account": "TXq1", "password": "gtwl*M3Yh"}, {"name": "nygjpsxb", "account": "mCr", "password": "Pji+1nv6yNx"}]
```

Using MongoDB to Implement a Database That Allows Adding, Deleting, and Modifying Data, Importing Data from Excel Files, and Exporting Data to Excel.

[Click to View Code](#)

[DEMO](#)

THE END