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| F Objective Seeking to gain knowledge and experience in a high-level professional environment. Skills Proficient in C++ and C# with knowledge of other programming languages including Python, Java, and JavaScript etc.  Have used multiple different game engines including Unity, Unreal and custom engines | |  | | --- | | Lim binkai franklinComputer science student | Programmer | C++ |  ExperienceTeaching Assistant • Digipen Institute of Technology • 2019 - Present Facilitated in conducting and assisting freshmen students in their work. Programmer • Bushiroad International • Sept - DeC 2019 Pioneered in creating hyper-casual games for the company. Programmer • NCS Pte ltd • Mar - July 2016 Worked in the backend of developing one of Singapore’s top apps. EducationReal-Time Interative Simulation • 2018 – Present • Digipen Institute of TechnologyDean’ List - 2020 Winner of Best 2D Graphics Technology – 2020  Finalist of Best Sophomore Technology - 2020  Finalist of Best Freshman Game – 2019  Finalist of Best Freshman Technology – 2019 Information Technology • 2013-2016 • Singapore polytechnic Directors Roll Award – 2015 Volunteer Experience or LeadershipDMIT Stars – Singapore polytechnic Helped in organizing numerous events such as open house and parents dialogue sessions. |