



# CLARENCE TAY

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## SUMMARY

Self-motivated and self-directed in learning and overcoming obstacles. Persistent in growth of knowledge in terms of various programming and design principles.

## EDUCATION

### **Temasek Polytechnic** (2015 – present)

Diploma in Game Design & Development

- Achieved a cGPA of 3.91
- Awarded the Director's List in AY15/16 (awarded to top 10% of cohort)
- Awarded the Temasek Polytechnic Scholarship
- Admitted via the Direct Polytechnic Admission programme
- Admitted into the Diploma Plus programme (offered to top 15% of cohort)
- Admitted into the Industry Preparation for Pre-Graduates (iPREP) programme
- Achieved Distinctions in Object-Oriented Programming, Data Structures and Algorithms, and Introduction to Game AI

### **Temasek Secondary School** (2011 – 2014)

GCE O Level Certificate

- Achieved a L1R5 aggregate score of 5
- Achieved a ELR2B2 aggregate score of 3

## KNOWLEDGE & SKILLS

### **Languages**

- C#, C++, HTML, XML, CSS, JavaScript, PHP, SQL

### **Frameworks**

- jQuery, Laravel 5.2, Bootstrap

### **Software**

- Adobe Photoshop, Adobe Illustrator, Adobe Premiere, Adobe After Effects, Microsoft Excel, Microsoft Word, Microsoft Powerpoint, Unity3D, GameMaker Studio, FL Studio, Autodesk Maya, Autodesk Mudbox, Blender 3D, Cinema 4D

### **Other Skills**

- Comprehensive understanding of application development workflow and Model-View-Controller software design pattern
- Excellent ability to communicate in group environments

## PROJECT EXPERIENCE

- Designed and developed personal website with HTML, CSS, and JavaScript (petraller.com)
- Designed, developed and published multiple independent games with C# and Unity3D Game Engine
  - reTri (2016)  
<https://play.google.com/store/apps/details?id=com.petraller.retri>
  - Tunnel Visioned (2015)  
<https://play.google.com/store/apps/details?id=com.Petraller.TunnelVisioned>

## WORK EXPERIENCE

### **Independent Game Developer (2015 – present)**

- Designed and created art assets with Adobe Photoshop and Illustrator
- Developed game logic using object-oriented programming principles in C#
- Published games on multiple platforms such as Android and Windows

## ACHIEVEMENTS

### **WorldSkills Singapore 2016 Competition**

- Awarded Gold for the Web Design category
- Tested for relevant skills in HTML, CSS, JavaScript, jQuery, PHP, and Laravel

## CO-CURRICULAR ACTIVITIES

### **Temasek Polytechnic**

#### **Game Design & Development Interest Group (2015 – present)**

Treasurer from 2016 – present

- Planned and hosted various diploma-related events

#### **Temasek Polytechnic Dance Ensemble (2015 – present)**

Member from 2015 – present

- Participated in several internal and external dance performances

## INTERESTS

Music composition, dancing, videography