ANG JIAWEI JARRETT
GAME PROGRAMMER

C, C++, C#, Game Engine Systems Design, Unity 2D/3D

jarrett_ang@hotmail.com ✉

(+65) 9236 9164 📱

linkedin.com/in/ajjarrett/ **in**

jarrettang.github.io/ 💼

WORK EXPERIENCE

Teaching Assistant

DigiPen Institute of Technology Singapore   *Aug 2023 – Present*

- Helped over 50 students by simplifying C/C++ concepts and reviewing code to improve their understanding.
- Identified and resolved critical errors in students' game engine code for software engineering projects.

Indie Game Developer Intern

The Kettle Gourmet   *Jul 2019 – Feb 2020*

- Set up company accounts for Google Play and App Store, handled publishing of six small games.
- Created Unity prototypes, spreadsheets, and level mockups for an idle mall game and space shooter game.
- Built a road network around a mall and AI systems in C# simulating traffic lights, cars, and pedestrians.
- Designed UI and animations for space station level select transitions and built three game levels.

EDUCATION

BSc in Computer Science in Interactive Media and Game Development

DigiPen Institute of Technology Singapore, cGPA: 4.83   *Aug 2022 – Present*

Diploma in Game Design & Development with Merit

Temasek Polytechnic, cGPA: 3.62   *Apr 2017 - Apr 2020*

AWARDS & ACHIEVEMENTS

AY 2022/2023 Provost's List

DigiPen Institute of Technology Singapore   *2023*

AY 2018/2019 Director's List

Temasek Polytechnic   *2019*

PROJECTS & HOBBIES

Purrfect Putt!!

DigiPen Institute of Technology Singapore, GAM200   *2023*

- Technical lead for six students, integrated of all engine systems made in C++ and the ImGUI editor interface.
- Used premake to setup projects and dependencies. Implemented core systems like logging and scripting.

Disaster Strikes, Mercy Saves

Mercy Relief, Volunteer work   *2021 - 2023*

- Developed multiple quests and a shop system in Minecraft using command blocks scripting and functions.
- Led eight playtesting sessions and implemented feedback from playtesters and company executives.

Over 12 Game Jams

Itch.io   *2019 - 2020*

- Used Unity to practice rapid prototyping, designing, C# scripting under tight deadlines of three to seven days.
- Experimented with different genres, including arcade, shooters, racing, roguelikes, and story-driven games.