ANG JIAWEI JARRETT
GAME PROGRAMMER

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EDUCATION

BSc in Computer Science in Interactive Media and Game Development

DigiPen Institute of Technology Singapore, cGPA: 4.83 / 5.0 *Aug 2022 – Present*
- Expected date of graduation: Apr 2026
- AY 2022/2023 Provost's List, Top 2% of cohort

Diploma in Game Design & Development with Merit

Temasek Polytechnic, cGPA: 3.62 / 4.0 *Apr 2017 - Apr 2020*
- AY 2018/2019 Director's List, Top 10% of cohort

PROJECTS & HOBBIES

Keep It Brief (3D hack & slash game, C++/C# custom engine, Team of 11)

Technical Lead *Sep 2024 - Present*
- Responsible for creating the framework needed to port over a Unity prototype into the C++ engine.
- Created key systems like ECS using EnTT, component properties using RTTR, and C# scripting using .NET.
- Created a simple 3D game editor, working with the design team to implement more features needed.

Purrfect Putt!! (2D action game, C++ custom engine, Team of 7)

Technical Lead *Sep 2023 - May 2024*
- Responsible for creating the framework and integrating the team's code for the engine & editor.
- Created components such as C++ scripting, transform with parent/child, component based animation.
- Created time system for game loop, memory pooling with paging, console/file logging with Spdlog.
- Created ImGui windows such as a timeline animator, tilemap, hierarchy, inspector, console, profiler.
- Released a polished game with video cutscenes, particle VFX, and multiple levels built on the core systems.

Over 12 Game Jams (Unity engine, Solo, Team of 2)

Itch.io *Aug 2019 - Aug 2023*
- Took the initiative to join over 12 game jams on Itch.io alone or as a programmer in a team of two.
- Used Unity to practice rapid prototyping and C# scripting under tight deadlines of three to seven days.
- Improved my skill in iterating and implementing game mechanics, won top 3 in three of the game jams.

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' C++ game engine code.

Indie Game Developer Intern

The Kettle Gourmet *Jul 2019 – Feb 2020*
- Did rapid prototyping in Unity with spreadsheets and level mockups for an idle and space shooter game.
- Built a road and car AI system using Unity C# scripting to simulate traffic lights, cars, and pedestrians.