Fu-Er Toh

· **Programmer · Game Developer** ·

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Objective

Seeking an **engaging** and **creative** environment where I can apply my **programming skills** and **game industry knowledge**.

Skills

Technical	C++, Cocos2d-x, GDB, XCode, Microsoft Visual Studio
Project Management	Git, FogBugz and JIRA
Art	Adobe Photoshop, Adobe Illustrator, MaxScript
Others	Basic 3D modeling skills (most familiar with 3ds Max) Familiar with cross platform mobile development (Android and iOS)

Experience

C++ Software Engineer SDE2, TinyCo   Sep 2013 - May 2014
Client-side engineer focused on bug fixes and UI process improvement.   San Francisco, CA

- Joined the Family Guy: The Quest for Stuff team for a few months of crucial development
  - Main go-to person for Android-related bugs
    - Fixed graphical issues (flickering, bad textures)
    - Made sure assets of various compression types showed up for screens of different sizes
    - Maintained uniform experience and performance across all devices, which required familiarity with the different Android API versions
- Worked closely with artists to improve UI processes
  - Added features to the in-house UI tool
    - Implemented text constraints so that labels in the tool reflect the final output when rendered in the game
    - Streamlined the text localization process by exposing it in the UI tool
    - Documented features such that both engineers and artists find them useful
  - Wrote and fixed UI scripts
    - Fixed edge artifacts that show up when exporting at different sizes
- Worked on game features for an unreleased game
  - Collaborated with product managers and UI artists when iterating over features
  - Focused on delivering intuitive and responsive user experience

- ★ Received peer bonuses, a form of company-wide recognition for going above and beyond duty
  - Notable work on the UI Tool
  - Contributions to Tiny Monsters

Experience (cont.)

C++ Software Engineer SDE1, TinyCo
Client-side engineer for mobile games, on teams averaging 8 persons.

Jul 2012 - Aug 2013
San Francisco, CA

- Implemented features and bug fixes for Tiny Monsters
    - Worked closely with the community team to solve live game problems
        - Investigated crashes and load issues by replicating users' save games
        - Picked up Python to implement server-side fixes and unit tests
    - Helped to integrate Tiny Social and social features
    - Integrated third party SDKs into the project (ads/offers, stat tracking, social platforms)
        - Integrated Kochava for tracking install statistics
        - Added hooks for product and content managers to work with ads and offers from spreadsheets

Teaching Assistant, DigiPen Singapore
Tutor for peers in MAT topics.

2010
Singapore

- Provided support weekly after classes
- Answered questions for small groups of 1 - 3
- Went through concepts in lectures and worked out assignment questions

Workshop Assistant, DigiPen Singapore
Programming support for a few weeks for DigiPen's ProjectFUN workshop for kids.

Summer 2010
Singapore

- Class size of about 15 students around the age of 12
- Helped to make different prototypes where each student had a unique game idea
- Turned verbal descriptions of features into code

Programmer, Singapore-MIT GAMBIT Game Lab
Summer internship at MIT with a team of students.

Jun 2009 - Aug 2009
Boston, MA

- Turned a given research topic into a game prototype, Camaquen
- Worked with teammates of different disciplines (writers, designers, artists, QA)

Education

Bachelor of Science in Computer Science in Real-Time Interactive Simulation,
DigiPen Institute of Technology

Graduated May 2012
Redmond, WA

- Minor in Mathematics
- Cumulative GPA 3.68 / 4.00

Awards

- Dean's Honor List 2009 - 2011
- MES scholarship from the Media Development Authority of Singapore