

Fu-Er Toh

• Multidisciplinary Game Developer •

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This is a detailed CV. For a concise 1-page resume, please use fu-er.com/resume.pdf

Objective

Seeking an **engaging** and **creative** environment where I can grow as an **artist** and apply my **game industry knowledge**.

Skills

Technical	C++, C#, Javascript, Cocos2d-x, GDB
Project Management	Git, FogBugz, 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) Familiar with Unity 4+ Has experience with development on Windows and OS X

Experience

Independent Game Developer

Oct 2014 - Present
Singapore

Main developer for an independent mobile game project.

- Responsible for all art, design, and code
 - Created prototypes to ensure project has a feasible scope
 - Iterated on core design objectively, without getting too attached to ideas
 - Made sure that the story/theme, art style and game mechanics fit together cohesively
- Self-managed without external supervision
 - Considers project management to be as critical as development
 - Wrote documentation (design, art, technical) to keep things organized
 - Made regular code commits, even during prototype
 - Broke development down into smaller chunks to fit a sprint-like development cycle

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C++ Software Engineer SDE2, TinyCo

Sep 2013 - May 2014
San Francisco, CA

Client-side engineer focused on bug fixes and UI process improvement.

- 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

C++ Software Engineer SDE1, TinyCo

Jul 2012 - Aug 2013
San Francisco, CA

Client-side engineer for mobile games, on teams averaging 8 persons.

- 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

Education & Awards

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