# Fu-Er Toh

· Multidisciplinary Game Developer ·

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

### Objective

Seeking an engaging and creative environment to grow as an artist and apply my game industry knowledge.

#### **Skills**

Technical C++, C#, Javascript, Unity 4+, 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)

## Experience

Independent Game Developer

Main developer for an independent mobile game project.

Oct 2014 - Present Singapore

- Responsible for all art, design, and code
  - O Created prototypes, with documentation, to ensure project has a feasible scope
  - O Self-managed, broke development down into chunks to fit a sprint-like development cycle

C++ Software Engineer SDE2, TinyCo

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

Sep 2013 - May 2014 San Francisco, CA

- Joined the Family Guy: The Quest for Stuff team for a few months of crucial development
- Worked closely with artists to improve UI processes, tools, and scripts
- Worked on game features for an unreleased game
  - O Collaborated with product managers and UI artists when iterating over features
  - O Focused on delivering intuitive and responsive user experience

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
- Integrated third party SDKs into the project (ads/offers, stat tracking, social platforms)

#### Education

Bachelor of Science in Computer Science in Real-Time Interactive Simulation, DigiPen Institute of Technology Graduated May 2012 Redmond, WA

- Minor in Mathematics
- Dean's Honor List 2009 2011
- Cumulative GPA 3.68 / 4.00
- MES scholarship from MDA Singapore