Fu-Er Toh

Coder by day, Artist by night

http://fu-er.com/
contact@fu-er.com

Objective

Seeking a creative environment where I can apply my skills and **grow as an artist**,
and optionally use my coding skills for the betterment of **creative processes and workflow**.

Skills

Technical	C++, Cocos2d-x, GDB, Git, XCode, Microsoft Visual Studio
Project Management	Git, FogBugz and JIRA
Art	Adobe Photoshop, Adobe Illustrator
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 - Present
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
- ★ Worked closely with artists to improve UI processes
  - Added features to the in-house UI tool
  - Wrote and fixed UI export scripts

C++ Software Engineer SDE1, TinyCo   Jul 2012 - Aug 2013
Client-side engineer for mobile games, on teams averaging 8 persons.   San Francisco, CA

- ★ Worked with UI artists and product managers to create more dynamic UX
- Worked closely with community team to solve live game problems
- Integrated a number of third party SDKs into the project (ads/offers, stat tracking, social platforms)

Programmer, Singapore-MIT GAMBIT Game Lab   Jun 2009 - Aug 2009
Summer internship at MIT with a team of students. Created Camaquen.   Boston, MA

Education

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

- Cumulative GPA 3.68 / 4.00
- Dean's Honor List 2009 - 2011
- MES scholarship from the Media Development Authority of Singapore