

# 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](http://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)<br>Familiar with <b>cross platform mobile development</b> (Android and iOS)<br>Familiar with <b>Unity 4+</b><br>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

### Teaching Assistant, DigiPen Singapore

2010  
Singapore

Tutor for peers in MAT topics.

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

## Experience (page 3)

### *Workshop Assistant, DigiPen Singapore*

Summer 2010  
Singapore

Programming support for a few weeks for DigiPen's ProjectFUN workshop for kids.

- 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*

Jun 2009 - Aug 2009  
Boston, MA

Summer internship at MIT with a team of students.

- 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